GUIDE BOOK SERIES

Toro, 'town, Fu blood, One day, Ryojyo ya kohagu

"FRONT MISSION 2" Guide Book

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Front
Mission
2

Front Mission Second ™

In 2012 A.D.Alordesh soldiers, in their small republic of O.C.U.
deploring their motherland crisis, made resistance to their leaders.They named
They named
themselves ^'Revolutionaries^^, and declared their independence...

"FRONT MISSION 2" Guide Book

^QUARESOFT

PlayStation



FRONT MISSION 2
Guide Book CONTENTS

Cover Graphics
Visual Produce: Masakazu Kakinuki (DigiCube)
Art Direction:Tadashi Shimada (Banana Studio)
Design :Tadashi Shimada, Norie Kadokura (Banana Studio)
Photography: Hiroshi Shibaizumi, Shouji Otake(Hand Made)
Hair & Make-up: Miki Konno(Earth Word)
Model: Isha Wade
Model Co-ordination : K&M Promotion
Text: Dynamite Inoue

PlayStation

-------------------What are you gazing at ?

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GUIDE BOOK SERIES

SQUARESOFT

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DigiCube

DigiCube

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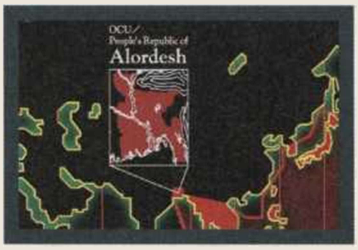
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GUIDE BOOK SERIES



Aroldishe

ShuHan

Various media outlets report









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Since 2014

Armored Mob Rules

Text by Bruce Campbell

-They're calm as usual " sa d General Natiem Bowen, who managed to escape from the middle of txoaks-om They kidnapped VIPs mdudmg General Gwianda and Our Prime Minister and many soldiers *ot the* OCU army in order to negotiate easier. the leader ot the ' Revokitional Army", Ven Mackarge proudly released h i s comment yesterday tells their purpose and justifies their murder (he cal it "evil but necessary way). OCU Government Spokesman remains silent, but they're



On June 12, **2102**, in the People's Republic of Aroldesh in Southeast Asia, A military coup led by Lt. Col. Today, **four** days after the uprising, we will review the events leading up to the coup, the current status of the coup as reported by the media, and the official government positions of each country, and consider



(in Japanese history)

EC ECISSUE
UK Weekly Magazine, urgently released on June 16, 2102!
(EC-U.S. Weekly, June 16, 2102)

The media of many countries have been preaching a pro-Japan viewpoint on the merits of the coup d'etat. However, in epigramming these international issues, we will lose sight of the true nature of the coup if we rely on the reports of OCU's Sachi-mashashi and USN, which have expressed Bunsunri's sentiments. Therefore, we at Eurosans are providing a completely rBackground to the military uprising

Alor Desh was a small, poor country that could not have existed without assistance from other countries. However, when the country was still Bangladesh (榧榧, OCU capital), it rapidly developed its industry and was even dubbed the "United Factory" at one point. However, when military demand declined, foreign companies began to pull out of the country. Eventually, even OCU-financed companies decided to leave, and the history of poverty in Bangladesh, a rapidly growing country, began. After

However, the people's lives did not improve at all.

The OCU is a group of countries that have been working together since the end of the Second Huffman War, and they have been working together since the end of the Second Huffman War. However, during the economic crisis after the Second Huffman War, the OCU decided to cut off these countries. On the occasion of the revolution in Alor Desh, Peter Plains, an economic commentator for the USN, published a commentary on the 15th of this month. Although he is a member of the USN, which has strong anti-OCU sentiments, this comment may best express the sentiment of the people.

The people of Aroldesh have a deep-rooted sense that the OCU is an abominable entity that unilaterally transformed Aroldesh into an industrialized country and then again abandoned it when its value as a military industrial country diminished. What is even more disturbing is the fact that the OCU has not provided any relief to Aroldesh since it joined the OCU. Given this



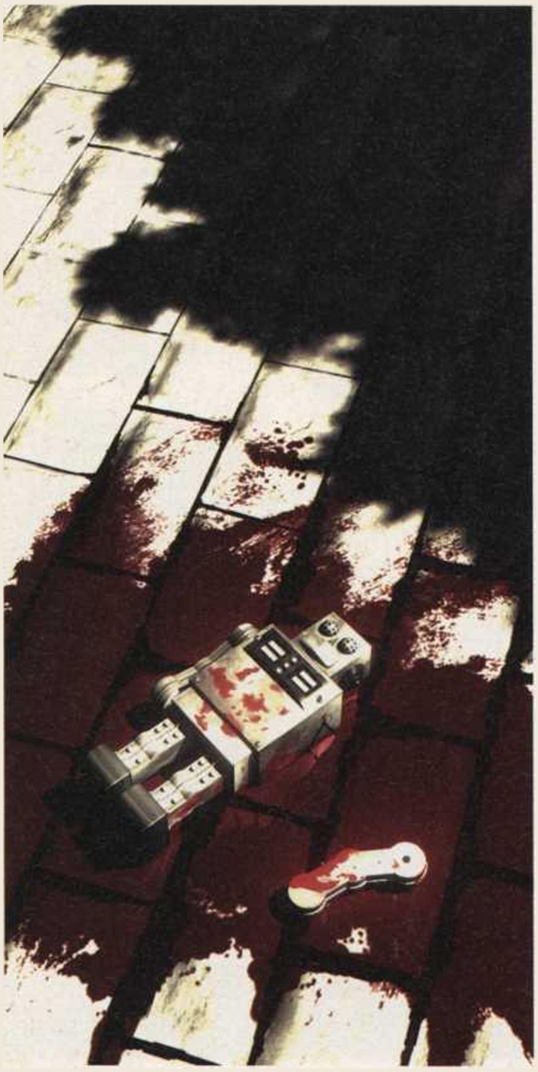
The OCU is a non-profit organization that provides support to the United States and its allies. Our country should not be under the control of OCU any longer. If this continues, our souls will be sucked up by the OCU. This is an expression of the feelings of the people of Japan, who, in their own way, lamented the plight of their country. However, it is too early to prophesize only about OCU.

The use of force has been condemned by many people | and the use of force has been condemned by many people in Japan.

No matter how much the people of Alor Desh had hoped for their independence, the revolutionary army's actions this time were a primitive use of force by the military on its own initiative. Although the media, mainly affiliated with the OCU capital, have been reporting on this point, it should not be overlooked that there are whispers about it even among some neutral states.

The example is extreme, but even the neutral Aroldesh English-language newspaper, Dirie Aroldesh, published a feature article on it. Even though this example is extreme, the neutral Aroldesh English-language newspaper Dirie Aroldesh also published a feature article in which it stated, "The revolutionary forces have declared that the blood purge they carried out was 'necessary. To avoid further casualties, the OCU government must reach a tacit agreement with the revolutionary forces as soon as possible," concluded the article. Despite some differences in content, the views of the EC and ZAFTRA governments, as well as those of the media in both countries, are almost identical to those of Dirie~.

The USN, which has been at odds with OCU, has been mostly critical of OCU's policies toward Southeast Asian countries rather than the coup itself. The incident was a tragedy caused by the fragility of the OCU community and the lack of transparency in its policies. We have no choice but to wait and see how this



Chase the truth
and get survived.

The truth is in the war, in the

The people's librarian to watch over the sowing life

If we look at what has been said and done so far, we will find that there are two major voices that have been involved in the debate. On the one hand, there are those who point out that OCU's actions to date have been problematic and that if not today, this day would have come sooner or later. On the other side, there are those who condemn the military's arbitrary and costly use of force to gain independence. In summing up the reports, the magazine concluded that the "uprising for independence" itself is endorsed.

However, it is the people of Alor Desh who will be the biggest victim and the biggest protagonist of this coup d'etat. The will of the people is more respected than any other will. In our survey, the revolution was still supported by the majority of the population. As mentioned earlier, the people are anxious for independence, and some even consider the president of the Berg Transport Company, Salibas Rabra, a hero for his open hostility

However, the support of the local population is strong. However, on the 13th, the day after the coup, Mr. Lavra announced his intention to oppose the use of force by the revolutionary army. This is a sign that Mr. Rabra wants to light the fire of revolution from the people's hands, rather than an armed uprising by the military. Which would be happier for the people concerned? History will prove the answer when all is said and done.

Sometimes the truth can only be found in battle. The coup suggested many lessons for us to learn. We have a duty to learn from this tragedy how to be a community of nations, how to be independent as a people, and why we ended up in the worst possible situation, a military conflict, so that future generations will not make the same mistakes. We must learn why the coup took place in the first place, and we must learn why it took place in the worst case scenario of a military conflict. Whether or not that truth endorses the coup will be known as the

FM2" is based on the motif of a realistic setting that is closer to the real world and brings out the human side of the characters. The 18 main characters introduced here are all survivors of the bloody world of war. However, they are somehow different from those who only think of war as a means to make money, and are enveloped in a color of sadness...even though they desire a richer life than anyone else,

Character File

Chapter:01



DATA

Ash-Farouk, 25 years old,
Corporal, General Marine
Department, OCU Maritime

A man who was once promoted to second lieutenant in his homeland, but ended up fighting in the war against his country

Ash Paruk



He was a member of the army in his native Aroldesh, but after being promoted to second lieutenant, he was somehow discharged from the army. Later he volunteered to join the OCU army. It seems that even his closest friends do not know about the circumstances of his resignation from the army of his home country. Perhaps because of his past, he is a somewhat shadowy young man who is usually rather taciturn. He is currently a member of the OCU Maritime Defense Force and belongs to the 41st Land Mobile Unit "Madiotors. He is currently a member of the OCU Maritime Defense Forces and belongs to the 41st Ground Task Force "Madiotters." His duty station is at the Limian base in his hometown of Alor Desh. For him, the coup d'etat is a fight for the people of his homeland . He may be a little too good-natured for his own good. He has a strong sense of responsibility

STOCK OF KNOWLEDGE

01

What is rank in the military?

Rank generally indicates the order of precedence in the chain of command within the military. For reference, let us briefly introduce the rank system in modern military society. The following is an example of the Army, which is somewhat different from the Navy, Air Force, and Japan's Self-Defense Forces. The ranks of officers are, from the top to the bottom, general, colonel, lieutenant, and lieutenant, and are generally referred to as "officers" or "commissioned officers. The ranks of officers include, for example, colonel,

Joyce S. Whitfield

DATA

Joyce-S. Whitfield, **26**.
OCU Sea Defense Force, General Marine **1st** Class

He is from OCU Australia. He is a blonde-haired, blue-eyed, handsome man, and as you can imagine from his good looks, he is a self-confessed playboy. However, perhaps due to his lack of discretion, he has recently fallen out of favor with the female members of the team.

Personality-wise, he is jovial and good-
He is a childlike type, for better or worse. He is also short-tempered and has many shortcomings, but he also has a loyal and compassionate side. He is what one might call an "irascible character. Although he and Ash are both superiors and subordinates (Joyce is one rank below him) in the same unit, they have been close friends ever since they were



A cheerful, good-natured, self-confessed playboy with a reputation for being a bad influence on women, he has recently been turned down by the



The reason for this is that young officers are often chosen over enlisted men who have long careers in actual combat. This is the reason why young officers tend to be recruited on top of enlisted officers who have long experience in actual combat. In other words, it is very difficult to become an officer from the rank of non-commissioned officer.

Associate Officer] Generally refers to an adjutant and a sergeant major. It is a rank between officer and non-commissioned officer.



When you drive a Wanzer...
I'm a first-rate user.
The feminine and tenderness
hidden behind her stout demeanor,
and the *fear of* death that lies
next to the battlefield.

In the military community in 2012, women are often seen at the front of the line in the Wanzers. Aimia is one of them. She is highly respected among her peers, especially for her ability to fly. She is also a former transport pilot, so she has a good knowledge of aircraft.

Her personality is rather masculine and winsome, which does not match her cute and stiff appearance. However, this is her own way of trying not to be looked down upon in an all-male army. In reality, she is a timid person who does not want to cross any dangerous paths. However, because of her timid nature, she often seems to get caught up in the pace of those around her. Even though she is a first-class pilot, she is not a military persona by nature.

DATA

Imia-McCallum, **25** years old, OCU Marine Defense Forces, **1st** General, General Marine Department, Height: **165 cm,**

cui

Amia

Amia McCalum

[redacted]

G[redacted]

CU

DATA

Griff-Burnham, 32, OCU
Marine Defense Force,
General Sea Sergeant,
Height: 182 cm, Weight: 106

His family is of German descent, but he was born on the island of Huffman. However, his nationality is OCU Australia, his current assignment is in Alor Desh, and his wife is Japanese, giving him a rich international background. Although he has a long military career, he has little actual combat experience, as his deployment to the Second Huffman War 12 years ago ended shortly after the war ended. Although



A good husband in front of his wife, a
good father in front of his children, a
good brother in front of his friends,
on those broad, strong

archery

Thomas Norlan



DATA

Thomas-Noland, **47**.
Captain, OCU Army and Defense Forces

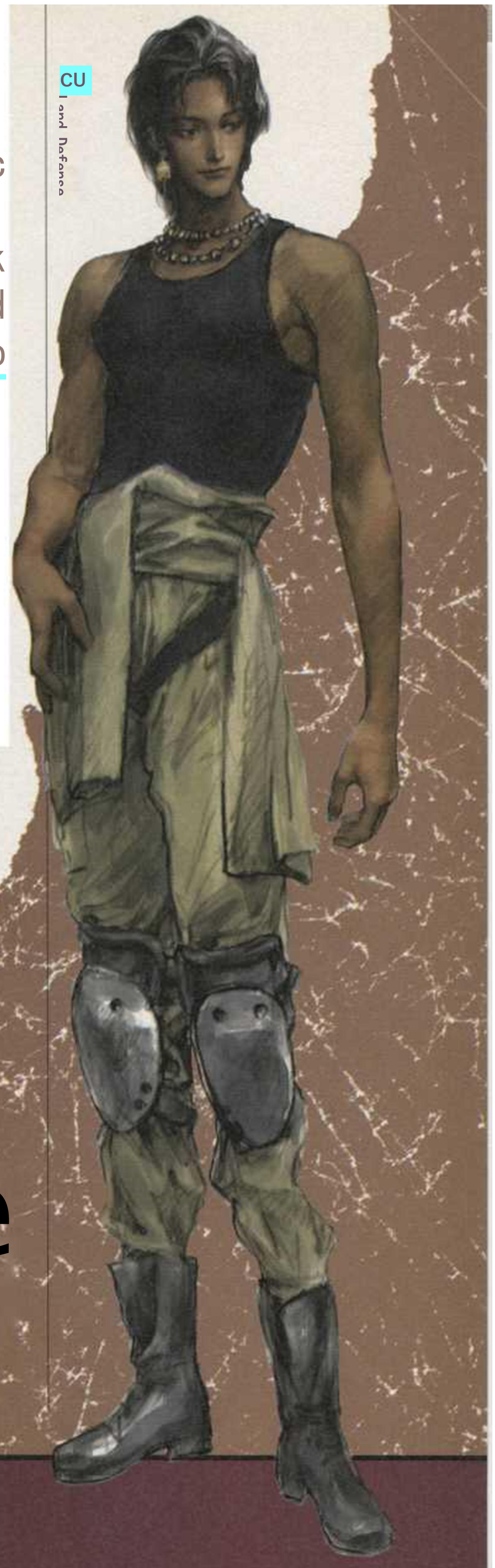
OCU Army Defense 1st Army "Dal Stags". He is a member of the 89th Mobile Battalion "Dal Stags". He is stationed at Ramanston. He is a skilled front-line combat officer and has served with distinction in major battles around the world. His actions are calm and precise, and he seems to have earned the great trust of his subordinates. During the Second Huffman War, he also served as a company commander of a mobile battalion. However, he does not seem to have any aspirations for advancement

Instead of being a stodgy uniformed soldier, I'd rather risk my life on the front lines, and instead of living a busy life of

A taciturn, cool, enigmatic man with excellent judgment. What does the warrior think under the mask of suppressed emotion that he shows to no

As a half-Australian and half-Southeast Asian, Tomas's subordinate has a somewhat exotic air about him. He is a very average Wanzer pilot, but he is always calm and has good judgment. Several years ago, he was promoted to the rank of second lieutenant because of his abilities, but for some reason he declined the promotion.

He is usually quiet and expressionless, rarely showing his emotions. He is cool at best, but at worst, he can be seen as an uninteresting person. However, his



Rocky Armitage

DATA

Rocky-Armitage, 28.
Sergeant, OCU Army Defense Command

Roswell Tarana

10. - F



DATA

Roswell-Tallana, 29.
OCU Land Defense Force,
1st Class, Height: **168 cm,**
Weight: **62 kg**

Although he calls himself Italian, his nationality is OCU Japan. He is from the Auxiliary Corps, so he is well versed in phase dusting equipment. ---This is all that is known about his background. Most of his background is unknown because he has taken the liberty of rewriting his personal data in the military network. Is there something in his past that he would like to erase?

He is a womanizer, just like Joyce, and is quick to make the first move when he sees a woman. However, his looks are not quite up to par, and his teeth-chattering, gruff mannerisms have not been as successful as most would expect. Basically, he is a lovable type, and his boss, Tomas, loves him like a little brother. He may appear to be light and sloppy,

Strange and polite language.

The eyes of the expert in petting and maintenance, who has buried all the past in the dark, are following.

CU



The textbook élite officer who knows the military but not war, the commander of a POW rescue team who relies on his power to issue coercive orders but is extremely

He is a graduate of OCU Australia. After graduating from military academy with high honors, he was a typical elite soldier with a steady career path. Although he has participated in many battles, he has no actual combat experience because he was an officer in a logistics support unit. Perhaps because of this, his ability to plan and act on the front lines is questionable. Currently, he is a member of the O<S! He is also the commander of a POW rescue team formed to rescue captured OCU military personnel during the recent coup.

He is strict, disciplined, and has an extremely high-handed attitude toward his subordinates. He is particularly dismissive of intelligence officers

DATA

Andrew-F. Hodman, **38**.
Colonel, OCU Army and Defense Forces

Andrew F. Hordman

Lisa Stanley

Lisa Stanley

TA

Lisa-Stanley, 26.
Captain, Intelligence Section
2, Intelligence Department,
OCU Army Defense Force Height:



He was born in Ocula, Australia. After graduating from military academy with high honors, he was assigned to the Intelligence Division as he wished. He was promoted steadily, mainly because of his achievements in intelligence activities against the USN. She is a brilliant woman with a clear mind, calm and collected, and her work performance is unquestionable, and she seems to be highly valued by her superiors. She has been allowed to have independent authority within the department, and is often assigned to tadera special missions alone or with a small group of people.

ィ王務を遂行することを絕 t 寸とするタイプで、怜 1 利 なイメージがつきまとうが、基本的に人柄は良く、

She can infiltrate a war-torn enemy territory and conduct espionage operations.

She is a no-nonsense lady who

DATA

Sayuri=Mitsuzuka, age **21.**
Second Lieutenant, Intelligence Section **2,** Intelligence Department OCU Army Defense



A girl with an imbalance of unexpected competence from her innocent appearance and predictable childishness.

He is a graduate of OCU Japan. After graduating from high school in Japan, he first enlisted in the OCU's Army Defense Forces. The following year, he was dispatched to Belgrade as a member of a unit to suppress a guerrilla incident there. Although the operation itself failed, he made brilliant achievements during the withdrawal. Upon his return, he received the Distinguished Service Medal and was promoted to the third grade. After that, he was transferred to the Intelligence Division because of his command ability. He was further promoted accordingly, and became a 20-year-old officer with a rank of F. In the Intelligence Department, he became Lisa's subordinate. In the

Sayuri Mitsuzuka

STOCK OF KNOWLEDGE

02

The Role of Intelligence in War

In all ages and cultures, information is the greatest factor in deciding who wins or loses a war. It is no exaggeration to say that victory cannot be achieved without fresh and accurate information, be it on the battlefield or on the battlefield.

Let us now introduce some examples of military intelligence activities as they apply to today's world. The activities are very diverse, but can be roughly classified into the following three categories. The first is to collect and analyze military and security information from around the world and formulate defense (or offensive) plans accordingly; the second is to gather information related to the trends and forces of hypothetical enemy countries and to study how to deal with them; and the third is to provide information on the infiltration of virtual enemy countries by operatives. The third is to routinely detect and, if necessary, expose the infiltration and activities of agents of the hypothetical enemy. In



One patriotic young man.
Because of the intensity of his feelings
He brought his homeland to the brink of war.
How does he look at his hometown,

DATA

Ven-McCarthy craftsman, **26** years old, Lieutenant Colonel, Army of Aroldesh

He is the commander of the 1st Machine Eye Decoration Group of the Aroldesh Army and the mastermind of the recent coup d'état. His outstanding acuity and operational skills, as well as his skill at piloting the Wanzer, which earned him the first prize in a national competition, have led him to the rank of lieutenant colonel at the young age of 24. However, he has not followed an elite course, but rather has worked his way up from the ranks of ordinary soldiers.

He is a serious and honest man of character, but he is also passionate at heart and is highly respected by his subordinates. The coup was not motivated by ambition, but by the poverty he had witnessed in his homeland from his childhood, and he decided that someone had to stand up and save his country from being devoured by the OCU.



'' repetition mark in kata

Ven. Maackarge

STOCK OF KNOWLEDGE 03

Coup Factors in History

The country of Alor Desh has been the scene of coups ever since its name was Bangladesh. Bangladesh itself was founded in a civil war to gain independence from Pakistan. Even after independence, coups have been repeated. Even in 1997, the political situation in Bangladesh was still unstable. The history of this

DATA

Ghosh-Guyanda, **53** years old, General of the Aroldesh Army, height: **182** cm, weight: **72 kg**

Gorsh Gwianda



The virtuous and overbearing Aroldesh, the pinnacle of the Aroldesian military, is taken prisoner by Venn, a man he



Commander-in-Chief of the Aroldesh Armed Forces. He is at the top of all land

He is the highest authority in the military. Unlike Venn, who is a civilian, he is an elite soldier who graduated from a military academy and began his military career as an officer, and as such he has an extremely high level of pride. He is a bit ruthless and has

In the coup attempt four years ago, he suffered from temporary confinement, but

A coup d'état is a popular uprising for the independence of a country. Normally, coups led by military leaders are mainly power struggles within the same ruling class, but in the case of Alor Desh, the nuance is slightly different. The real target of the coup is not the government of Alor Desh, but the OCU. OCU, not the Alor Desh government. In other words, the above classification is not (3), but rather (4). It would be easier to understand the

-Barg Shomiti

Saribash Labra



DATA

Salibash-Labra, **50**,
President of Berg
Transportation.

He runs a transport company called "Berg Transport" outside Daka, the capital of Alor Desh However, that is only the front face of his true identity, which is that of a tycoon in control of the international smuggling organization "Berg Shomiti". He is an ardent patriot who believes that in order for his impoverished country to break out of its poverty-stricken situation, its people
should make efforts to become self-reliant, rather than relying on aid from other countries. He is a

Patriots who want their country's independence in a different way than the Ven, who smuggle

DATA

Lira-Labra, 19, secretary to the president of Berg Transport.
Height: 162 cm, Weight: 43

She is the only daughter of Salibaş. She knows that her father is the head of a smuggling ring, but she also understands the plight of her country, and she feels that Salibaş's work is a necessity for the good of the country. She is an excellent student and holds a special master's degree from the university. He has been flying Wanzers since he was eight years old, so he is quite a skilled pilot. It is said that his skills are as good as those of an ordinary soldier.

Although her mother died when she was very young and she was raised by a single man, she has the same quiet personality as her mother. She was born with a melancholy expression on her face, but

-Barg Shomiti

A quiet girl with a sad expression, a father who believes in independence, and eyes that reflect a military coup

Lira Labra



いかなる事態に面しても
飄々と任務を遂行する
ＣＩＵの敏腕エージェント
誰にも本性を覗かせない
シニカル・ダンディ



DATA

Pike-A. Reischauer, age 30.
USN Union Central Intelligence
Agency Officer (details unknown)
Height: 173 cm Weight: 65 kg

Pike A.
Radius

◆ＣＩＵ（連合中央情報局）

He is a skilled agent of the United Central Intelligence Agency (CII), an intelligence organization that predates the former Central Intelligence Agency (CIA) of the United States. His quick thinking, observation, and intuition have enabled him to take on important assignments at a young age.

Data on the nature of the organization and its intelligence activities in Alor Desh is not yet known. We will find out more in due course. We will find out more in the near future.

He has a cynical personality and has a hard time saying

Domingo

Kyatt

DATA

Domingo-Caiat, 37.
NO DATA
Height: 183 cm, Weight: 80



Formerly a member of the Special Forces of the OCU Army and Defense Forces, he retired from the army six years ago and has since disappeared without a trace. He once rescued a captured POW named Tomas on the battlefield, and the two had been friends since then. Why he left the military and what he is doing now are shrouded in mystery. Recently, however, rumors have begun to circulate that he has been seen. It is possible that he may be involved with the military again in some way.

A highly skilled soldier, he was proficient in the operation of all kinds of weapons, including combat helicopters and VTOL fighters, in addition to

げながらも
った工作員
兵器に通じ
磨き上げた
パートは今
すのか…？

DATA

Cody-Hoffa, **26** years old, free agent, height: **178 cm**, weight: **65 kg**



臨点根/A 杍全 M・、普ヾ隹ス 腕日 1
鬟”ノ価し百こも力、果った

At the top of the arena, he is a pioneer. 体は裏の世界に精通する

Kaju Yampion 課報員

She is a freelance agent contracted by OCU and currently resides in Alor Desh. Although she is a woman, she has excellent Wanzer control skills and, especially when she is not working, she lives as a fighter in the arena. However, she does not just earn her living. She also gathers information about the underworld, as many people from the underworld gather in the arena.

He is easily misunderstood because of his fearless face, but his personality is cheerful and talkative. He may seem intimidating, but he is also a jokester. This personality may be the reason why he gets along well with Sayuri, who is a bit childish. He has known Sayuri since the Belgrade operation two years ago, when Sayuri was still an

Cordy Hoffa

Sub Characters

Faded Adult World　　18 supporting actors

The characters that color the world of "Front Mission 2" are vivid, yet somewhat mirrored. From those who provide important clues to those who simply go about their daily lives aimlessly, let's take a look at the supporting characters that appear in the early stages of the game. Get

Rogue hired by Salivash.

-Bergschomity.

Ace is the leader of Salibash's private army. With a strange athletic flair, he will be honing his wanzer skills under the tutelage of Aimia, two guardsmen who both serve in Salibash's inner





The adjectives used to refer to the minor characters in the previous film, which gave off a unique atmosphere, are retained in this one The witty, yet strangely melancholic naming sense is still present.

Their names are all somewhat tired and disempowered. They are all drunk on the excitement of the arena or drowning their sorrows in alcohol, without much hope for the future.

Aroldesh people living momentarily

dokandi

master　Lonely Martin.　Nick in the Dis　Rosanna in a good mood



d Elina

Fellow of the Intelligence Department supporting Liza and

POW Rescue Operations Headquarters

Operator Larry　Nice guy Kevin.



Like the people of Doukandi, some soldiers and others have catchphrases (?) The above is a bit more surrealistic than the above, but it is quite interesting in its own way. Although a little less surreal than the above, they are quite interesting in their own way. If the people of Doukandi are the image of a tired and withered slum, the POW Rescue Operation

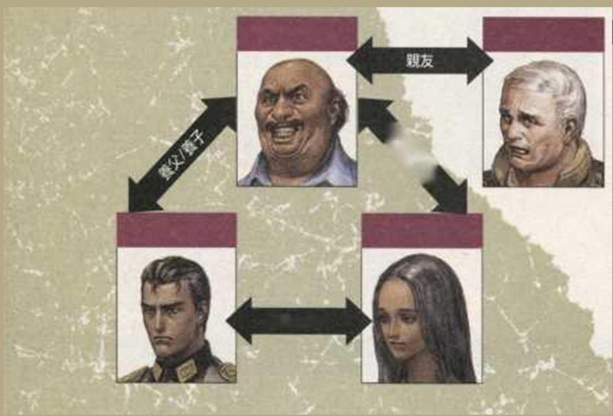
Character Analysis

Behind the Coup. Surprising Relationships to b

Not all of the characters are new to each other. For example, Ash and Joyce have been best friends since they joined the same unit. However, for a change, let's focus on connections that seem somewhat surprising rather than common sense correlations.

Relationships spread from the dark arms dealer Salibash to OCU, Aroldesh

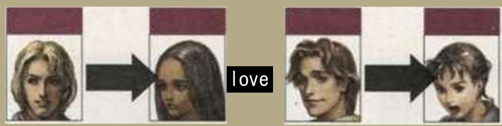
Sari Bash, the leader of a smuggling ring, is a man of many faces, perhaps due to the nature of his work. He and Tomas, an OCU soldier whom he hates, have been friends for a long time, and although their organizations are enemies, they have absolute trust in each other. He is also the head of the coup d'etat. The relationship with Ven, the coup leader, is also interesting. Ven's relationship with Sarybasz, the head of the coup, is also



fermented herring)

A faint scent of male-female relations

There are some male-female relationships, but they are not the level of honeyed lovers. Both Joyce and Kozuel are the type of people who will talk to women anyway. How will the women react?

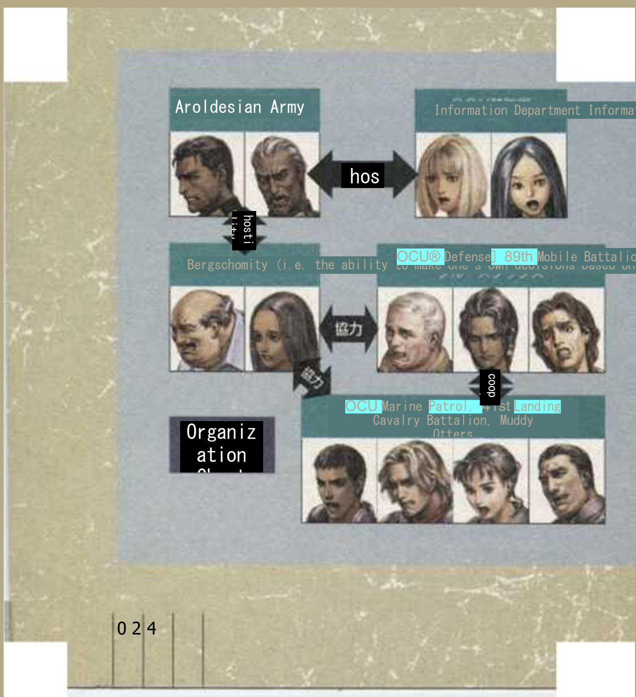


insect (Dactylopius coccus)

Relationships that take you by surprise, neither among troops nor among fellow

Among the unexpected relationships picked up on this page, this section is a collection of those with particularly unusual backgrounds. Domingo and Tomas have been close friends since Domingo rescued Tomas, and Sayuri





be isolated The trump card of Aroldishe's army



The correlation chart on the left shows the main characters as organizations and their relationships to each other. As can be seen from this chart, the revolutionary army in Aroldesh is completely isolated, with the OCU and civilian organizations as its enemies. Even with Venn's careful planning and the capture of Aroldesh's key figures, this may seem like a reckless coup d'etat with little chance of victory. In the story, the OCU intelligence and Venka are searching for the

Chapter: 02

Back Ground

The world's leading companies have been

developing Wanzer's

They are very excited about it. Schnecke,

Sender, Diable Avionics. ....

Companies have gathered the best of their

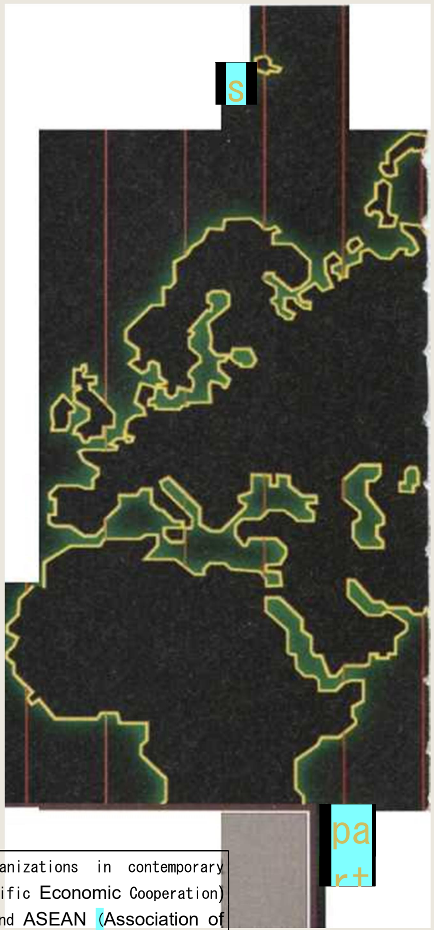
technology to create this human-shaped

Build mechanical weapons of steel.

Someone said -....

It's a hell of a lot better than building a

The world is



The emergence of a
giant community

At the turn of the 21st century, the world began to move toward national integration in search of economic stability. First, the Eurocommunity (EC) united in 2005, followed 15 years later by the USN, and six years later by the Ocu, the economic union of Asian countries. In Russia, the Republic of ZAFTRA was born one year earlier, and the United Nations, which had frozen its activities due to state fusion, was revived as a "permanent peace mediation organization. However, ethnic and religious differences, as well as unilateral state management by the community, have led to a series of small-scale conflicts and civil wars in various

STOCK OF KNOWLEDGE
04

International joint organization in the modern world

There are many international organizations in contemporary society. For example, APEC (Asia-Pacific Economic Cooperation) is an organization similar to OCU, and ASEAN (Association of Southeast Asian Nations) is an organization whose main objectives are mutual assistance and regional cooperation for the economic and cultural development of the region. The

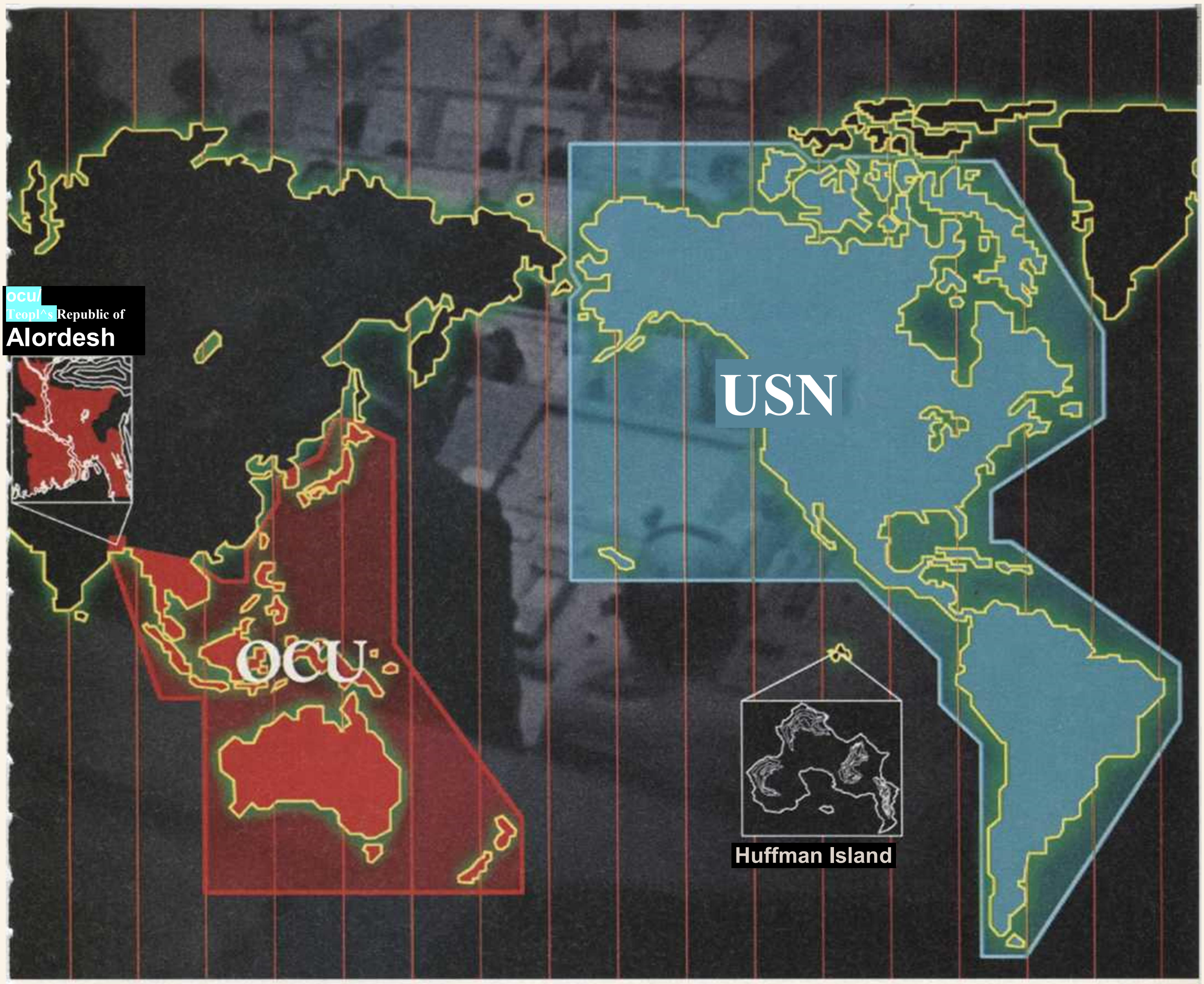


Oceana Community Union

Ossiana Coalition

Southeast Asian countries reject being used as the economic soil of the West and establish the "Bangkok Economic Belt" with the goal of achieving economic self-reliance. Later, they approached Iran and Australia with a plan for an economic community, seeking abundant resources, strong foreign bargaining power, and advanced production technology.

The Oceania Community Coalition was finally established, with Japan, Australia, and the Bangkok Economic Zone each having equal rights. The headquarters of the Coalition was





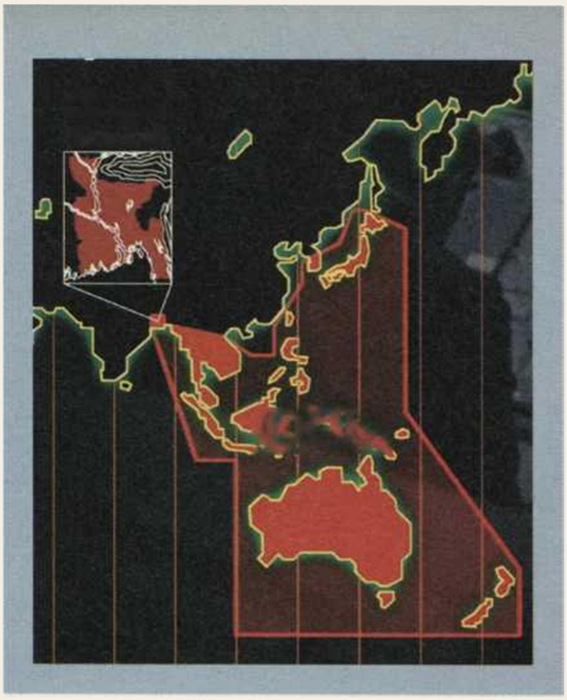
United States of
New Continent

United States of New Continent

USN

At the same time that Asian countries were becoming more active in the movement toward a joint Yibon, the U.S. and Canada were moving toward a political fusion. At the time, the U.S. was cutting aid to Latin American countries that depended on drugs for foreign currency income. In addition, the U.S. cracked down on illegal immigration and strengthened anti-smuggling measures, which strained the economies of the Latin American countries.

The United States and Canada began to establish new states with sovereignty over both countries, and the Americas were united, except for a few



The game takes place in



Oceania Community Union/
People's Republic of Alordesh

OCU People's Republic of Aroldesh

-Population	Approximately 100 million people
-racial	1010 of Doradavian, Austroid, and Mongoloid descent.
-Religion	Sunni Islam 80% Hinduism 10% Hindus Buddhism 4% (of the total) Christianity 3.5% Christianity
-Capital City	daka-
-conferring	Bengali (English also accepted)
-literacy rate	83.4% (20% around 1970)
-Major industry	agriculture (40% of national force % thing)
■ Unemployme	17% (mostly factory workers)
-Transportation	Both railroads and roads are well developed, but industrialization Ka Akebono The subway railroad, built in the 1960s, is no longer in use
-Climate	Average temperature 26° C, average humidity/7% June to September is the rainy

-Main Broadcasting Organizations	National: ANBC (Alordesh National Broad Casting) Private: DNC (Dhaka Network Communication Inc.) FWOTV (Far West of OCU Television)
-Main Newspapers	English: Daily Alordesh (neutral) The Independent Decade West Oceana Observer (leaning OCU) Bengali: The Ershad (neutral) Huq Fazlul (Radical Right) Bongo Bondu (Neutral) Dhaka Muzibl (close to OCU)

*All data are current as of 2100.
(Source FThe World Encyclopedia 2100J)

History and Current

Civil war, independence, and intervention by other countries

Bangladesh gained independence in 1971 as the "People's Republic of Bangladesh. Although supported by the aid activities of NGOs, mainly from Japan, Europe, and the United States, the country suffered from frequent coups d'état and continued to face political instability. At the beginning of the 21st century, NGO aid activities, which until then had been aimed at stabilizing agricultural production, began to change direction toward industrial development.

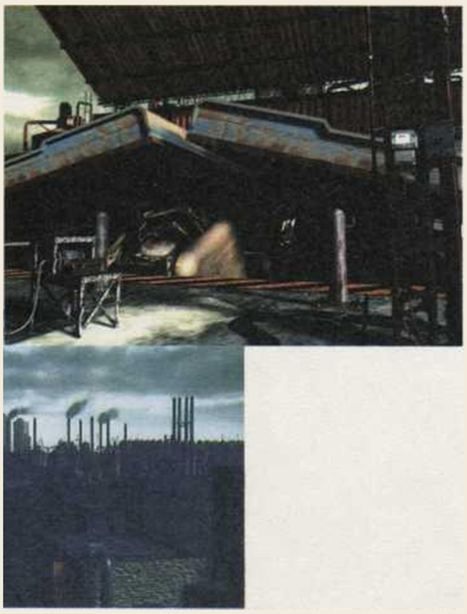
Later, the USN and the EC stopped providing aid to Bangladesh as a check on the Asian Community program. However, the newly established OCU began to provide assistance, and industries were rapidly industrialized.

The Road to "Industrial

Bangladesh experienced a dramatic industrial development in the aftermath of the First Huffman War. However, with the end of the conflict, military demand has calmed down, and factories in the country have been forced to relocate.

Gradually, as foreign companies began to leave the country unemployment soared. Economic growth declined significantly, and the political situation once again became unstable. One after another, factories built by the OCU ceased operations, leaving behind nothing but the wreckage of machines.

The government again requested economic assistance from the OCU, which agreed to the request on the condition that Bangladesh join the OCU. However, the Second Huffman War



Aroldesh Chronology

December 16, 1971
The "People's Republic of Bangladesh" was born gaining independence from Pakistan. NGOs, mainly from Japan and Western countries, began to support the country, but the country

1995
Huffman Island uplift. Placed under UN control

2000-.
NGO aid activities shifted their objective from stabilizing the production of the brick-and-mortar industry to industrial development.

■2005
The EC (Eurocommunity) integrates in Europe. The momentum for national integration grows in Asia as well.

■2015
The Republic of Zahutla is born.

■2020
USN (United States of Niue Continent) is born

■2022
USN suspends economic aid to Bangladesh in order to control Asian countries.

■2023
EC suspends economic aid to Bangladesh.

■2026
The Ossiana Community Union (□CU) is born. OCU's economic aid to Bangladesh increases and rapid industrialization takes place.

■2068
Construction of a large plant will be started by OCU.

■2070

■2080
Foreign companies begin to withdraw from the country, and unemployment increases rapidly. The economic growth rate declines and OCU firms eventually withdraw completely.

■2085
Requests economic assistance from the OCU, which accepts the request on condition that Bangladesh joins the OCU.

■2090
The second Huffman conflict breaks out.

2094.4
The country becomes a full member of the OCU and is renamed the "Republic of Alor Desh".

■2098
Attempted coup d'etat by Colonel Robb Azad of the Alor Desh Army.

■2102

OCU member states are allowed to have their own armed forces, albeit on a conditional basis, but they also have OCU garrisoned troops stationed in their countries.

Aroldesh also has a garrisoned OCU army in the country, along with its own Aroldesh army. The OCU garrisoned forces are in charge of national defense, along with their own Aroldesh forces.

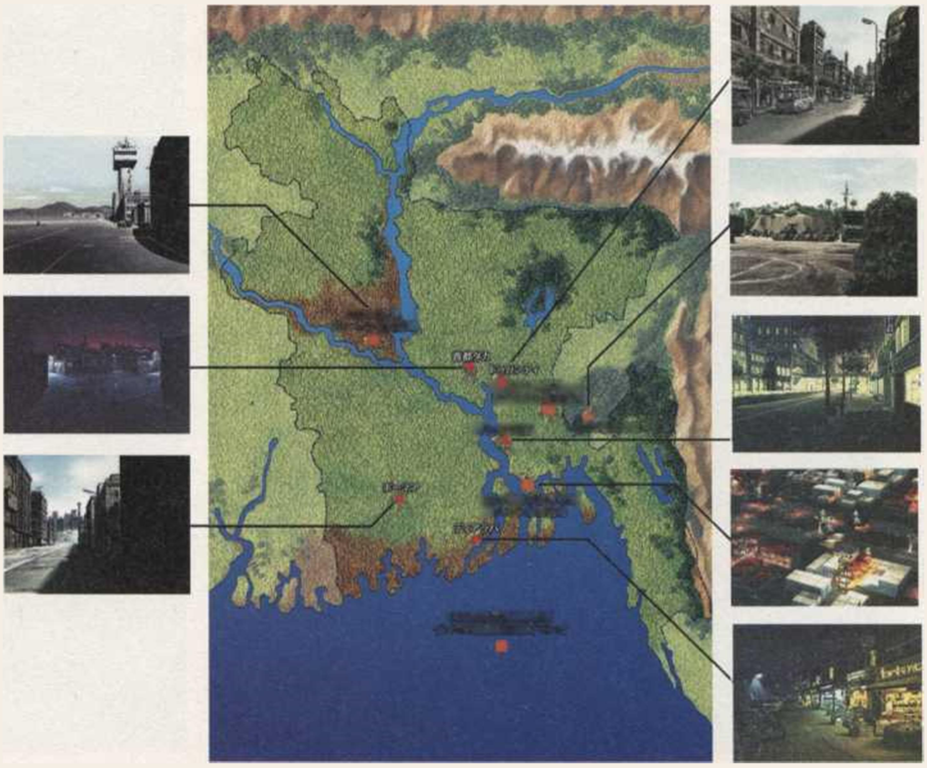
Most OCU forces are multinational, with soldiers of various nationalities. The city of Alor Desh is now lined with stores with an international flavor, thanks to the influx of foreigners through economic aid from the OCU and the soldiers stationed there after the OCU joined the CU.

CU

OCU Maritime Defense Forces General Maritime Department Limian Stationing Base

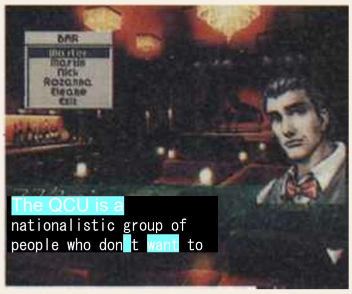


-Major cities/bases



against OCU
Public

For a time, the country's economy was stimulated and the political situation stabilized with economic assistance from the OCU, but then the unilateral withdrawal of companies from the country by the OCU drove the industry, which had become the mainstream of the economy, to the brink of extinction. Factories were overflowing with waste, and pollution of rivers and the air became more serious. The number of unemployed people increased year by year, and crimes committed by foreigners became more frequent. The people have great mistrust of the OCU, which joined



In the game, you can hear people's distrust of the OCU.

The factory complexes built by ▼OCU are now graveyards of machinery. In

The Will of the People in the "Bergshomiti

What is ''Bergshomiti''?

The "Berg Transport" was founded by Salibaş-Labra. This is the front face of Bergshomitei. While on the surface he runs a transportation company, behind the scenes he is the head of a large arms smuggling ring." Bergshomiti" is the name of the arms smuggling ring named by the press



-Sari Bash is an arms
gler

Berg Transport Mark



Expectations for "Berg~" to become independent

Although an arms smuggling ring, the Bergsjomiti is not a very dangerous organization. Sarybash illegally purchases arms and commodities from OCU forces and distributes them to Third World and domestic anti-OCU organizations. Armed conflicts have been rare. Salibash laments the plight of Alor Desh and wants independence. He is therefore arming himself and preparing for the coming days.

The people have understood the true

People's Lives
應・娯楽"

Before joining the OCU, Alor Desh preferred to eat rice-based local cuisine, which remained unaffordable and expensive for the general population, although the number of foreign restaurants has increased due to OCU's economic assistance and accession to the OCU. In addition, the majority of the population is Muslim, so there were originally few bars. Taverns and WAP arenas were exclusively for



Daily Alordesh

I June 25, 21021

Isaued By : Daily Alordesh Co.
349S0 Muzib St. Kilamba Ward.
tel: 12-65489.33
URL:http//:dailvalor/com

Armored Mob Rules

Text by Bruce Campbell

The/re calm as usual * General Natiem Bowen, who managed to escape from the middle of breaks>out They kidnapped VIPs including General Gvmanda and Our Prime Ministen and many soicfiers of the OCU army in order to negotiate easier The leader of the -Rewlutional Army**, Ven Mackarge proudly released h i s comment yesterday tells their purpose and justifies their murc^r (he calls it "evil &ut necessary way). OCU Goverwnent Spokesman remains silent, but tgy*ro going to send their Agents jxomptfy to Dhaka, aoc

The situation is so



Th# Rwvo. turtle. w. performance Airoy TмWɪ TIwJIFVIB Qd weapons fictOfWy VNwuNRfji

"Daily Alordesh" 2102.6.25.

coup d'état

out



In the early morning of June 12, combat troops led by Aroldesh Army Lieutenant Colonel Ven-Makkaj attacked three military bases in Limian, Lamanston, and Dian, the U.S. Embassy in Daka, and the Aroldesh Parliament building. They succeeded in taking over the bases. The hostages included about 20,000 soldiers from each base, about 200 OCU central government officials, about 150 Alor Desh government officials including Prime Minister Nasaari, and about 100 Alor Desh military officers from

Statement of Ven. McCaughey
Our country should not be under the control of OCU any longer. If this continues, our souls will be sucked up by OCU. I hope that all the people will support this revolution.

The Mukherjee Company has also issued a statement requesting the OCU to officially recognize the independence of Alor Desh as a condition for the release of the hostages. Although there has been no official response from the OCU, there are reports that they

Coup coverage in various media

TV

Immediately after the coup, FWOTV was taken over by the revolutionary forces and ceased functioning. AN BC and DNC broadcast still images after the statement by Ven Maccargiller, and only broadcast extra news when there was a change in the situation. However soon even temporary news was no longer broadcast, and the domestic broadcasting function was completely paralyzed.

In international television coverage OCU member states took a counterrevolutionary stance and criticized Venn, while USN gave extensive coverage to the incident,

In The Republic \ Trust
ANBC
Alordesh National Broad Casting Corp.

Established in December 2093. It is the state-run broadcaster of Aroldesh, and has a policy of not making profits. Its programs are mainly news reports, with few entertainment programs. After the coup, it used to broadcast

DNC"<
Dhaka Network Communications, Inc.

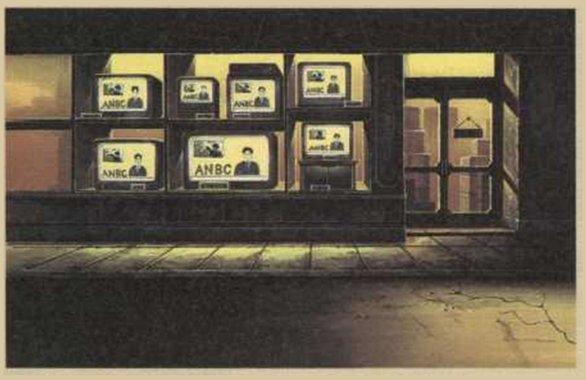
Established in June 2094, it was the first commercial broadcaster to be established after joining the OCU. It was the first commercial broadcaster established after joining the OCU, and was capitalized by OCU companies. Its

FAR WEST OCU T.V.
FWOTV
Talks Only The Truth.

Established in September 2094, the OCU government financed dozens of OCU companies to create this private broadcaster. The initial aim was to manipulate the OCU sentiment among the Aloradesh public, but now it has become a mere

newspaper

The newspaper was temporarily suspended under pressure from the revolutionary forces, but B. Camberoré editor-in-chief of "Dirie Aroldesh," and H. Galian, editorial writer of "HUQ FAZLUL," who had gone underground, rounded up young editors who had escaped custody, interviewed them, and published the newspaper in a guerrilla-like fashion. The neutral "Dirie" was concerned about the current situation, while the "HUQ," which was considered the organ of the



Ash, Jiyois, and Aimia, who work at the Limian base, intercept the coup forces that suddenly attacked with Griff and escape from the Limian base. However, Griff's WAP is destroyed in order to save Ash and his team. Ash and his teammates escape together.

After learning of the coup d'etat in the Patari Forest, Ash and his team head for the border to escape the country, but encounter the coup forces again near the Ramanston base. They encounter the coup forces again near the Ramanston base, and together with Tomas and three others from the Ramanston base, they defeat them.



Ash and his team intercept the coup d'etat forces. Their

Ash encounters

The Wave of the



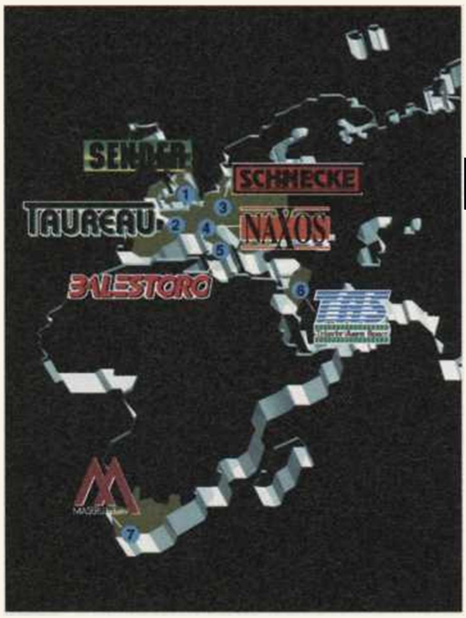
Global Weapons Industry

Focusing on **WAP** development



The arms industry, which had been neglected since the end of the Cold War in the 20th century, came back to life with the beginning of the 21st century and the rapid integration of nations. The restructuring of the international order has also spurred a trend among the OCU, USN, and other advanced nations to establish virtual enemy states and build up their military capabilities in order to strengthen ties among member nations. In addition, small-scale conflicts and civil wars broke out in many parts of the world, and the demand for weapons rose dramatically. The rapid expansion of the arms industry was partly due to the entry of companies from other industries, such as automobiles and construction machinery, which led to collusion between





EC & etc.

The European region was originally home to many companies that developed aircraft and automobiles. The region is home to Schnecke, which was the first company in the world to use an actuator in a humanoid mobile machine and developed **WAW**, the predecessor of **WAP,** but other companies have only a short history of **WAP**

3ENDEIE Sender ①.

Originally an aircraft manufacturer, the company has developed large maneuverable weapons and WAPs for airborne units. The company still boasts top-class capabilities

muftemj toro 2

The company has a track record of developing caterpillar-type leg parts for WAPs, having previously developed chassis for tanks. The company still manufactures



Schnecke's country

The company succeeded in developing the world's first WAP and laid the foundation for the current WAP industry. The company has an established reputation for the performance of its arm and leg parts, and is currently engaged in the development and manufacture of all WAP parts in cooperation with Diable Avionics of the

njju naxos iv.

An Austrian computer manufacturer that develops a wide range of computers for both business and home use, it began developing and manufacturing computers to serve as the brain of WAP.

BU3FQR0 Ballestro (5)

An emerging manufacturer. The only manufacturer of support pods in the EC.

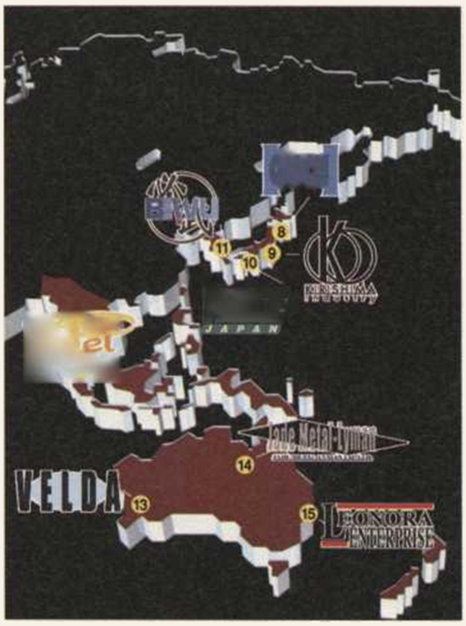
Tel Aviv Aerospace (6)

Israeli general weapons manufacturer. Its main focus is on the development and manufacture of combat helicopters and vehicles, and it does not develop WAPs.

macer (Industry)

A South African manufacturer specializing in the production of lightweight VTOL (Vertical Takeoff and Landing) aircraft. Used primarily as transport aircraft,



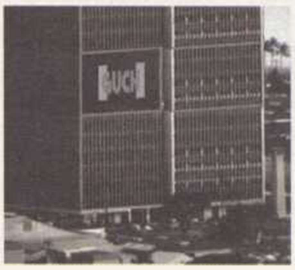


OCU

The OCU is home to a high concentration of manufacturers of high-performance **WAPs and** weapons that make full use of advanced development technologies, and the presence of the **CUH** book, which is the center of the weapons industry, shows how the weapons industry is flourishing in the **OCU**

uc!iguchi⑧

Previously, the company was engaged in the development of heavy weapons for WAPs and other supplies such as armor repair. After the Second Huffman Conflict, the company acquired the manufacturing division of Sakata Industries and began WAP development. The company is mainly developing heavily armored, heavy-firepower WAPs, and the names "Moon Bow" and



Kirishima Heavy Industries

Despite possessing WAP development technology, they do not manufacture WAPs themselves, but developed the world's first support pod using this technology. The

Vince Japan 10

A Japanese subsidiary of a USN company that supplies weapons to both the USN and OCU. It excels in the development of

Biiwu 0

A manufacturer of aircraft, it is currently devoting its energies to the development of VTOL aircraft. The company has attracted

int Papeer

Southeast Asia's largest weapons/computer manufacturer - O Currently, the Italian company Bazalto's WAP is being modified

HIDA Verda Crawler

An Australian automobile manufacturer that currently manufactures military vehicles as well as civilian vehicles. Its main products

Lyman⑭ metal1=

Jade Metal, the OCU's oldest WAP manufacturer, acquired Lyman, a manufacturer of large mobile weapons. 40% of the OCU military's WAP is produced by Jade Metal.



If 觸 8 牌 Enter 3 Rise A

The second largest manufacturer after Jade Metal-Lyman - mainly develops and manufactures WAP, but also manufactures and sells a wide range of other products





USN

The USN, once the center of the weapons development industry, including **WAP, has been** merging with and merging into only **three** major companies. Diablea Bionics, which supplied **30%** of the **USN's** WAP at the time of the Second Huffman Conflict, has steadily expanded its business, and has begun development of large mobile weapons in

FIREVAB FIERNO RAY

Fire Valley, a firearms manufacturer, began developing and manufacturing WAPs after the Second Huffman Conflict. It has continued to develop special WAPs with emphasis on anti-aircraft performance and



Tactile Walter Vonnegut.

Aircraft manufacturer of military and commercial transport aircraft. Developed the world's first large amphibian transport aircraft capable of vertical takeoff and

Diables
The 帰送アビオニクス・・・.

The largest weapons manufacturer in the USN, it sent out a series of high-performance WAPs during the Second Eight Hundred-Mile War, which shook the CU forces to their foundations. Currently, in addition to WAPs the company has also begun

Excessive weapons deve

Sakata Industrii Jigyo Iwu

Second Huffman Conflict

The first Huffman conflict erupted between the OCU and the USN in the late 20th century, as both sides sought to exploit the underground resources of the suddenly uplifted island of Huffman. The conflict ended with many casualties on both sides, but 18 years later, the destruction of a USN military factory by OCU forces (the Lakas Incident) led to the Second Huffman Conflict. In his memoirs, F. Lancaster, who continued to cover the conflict, revealed that behind the scenes of the two conflicts, the OCU the USN, and the Republic of ZAFTRA had



Biomedical **COM FBrain Device".**

The development of onboard COM, which determines the combat performance of WAPs, remains a major challenge even today. The bio-COM being investigated by Sakata Industrika was to remove the brain marrow of a trained soldier and use it as an on-board COM. As the conflict escalated and the mirage of the cozy relationship between the governments of the OCU and the USN and Sakata Corporation came to light, this research on bio-COMs came to light and was met with a furious backlash from the entire world. Sakata Industries collapsed, and

WAP

Van Tour Analysis

The "Vandlungpanzer," or "Wanzer," is the mainstay of each country's military power. In the game, all *pilots, including* Ash *and the other players,* control these "Wanzers" (**WAP**). The **WAP has** many unique features, such as the ability to change weapons and parts. In this section, we will explain in detail what kind of

What is **WAP** (Wandernungsanzahl)?

The WAP is a bipedal, maneuverable weapon that is basically human in style. z The walking function and the ease of weapon conversion through the use of manipulators enhance the WAP's adaptability to any topographical conditions and operational content. z The WAP is a bipedal, maneuverable weapon that is basically human in style.

The pilot climbs into the cockpit in the fuselage and takes control. Because of the robust

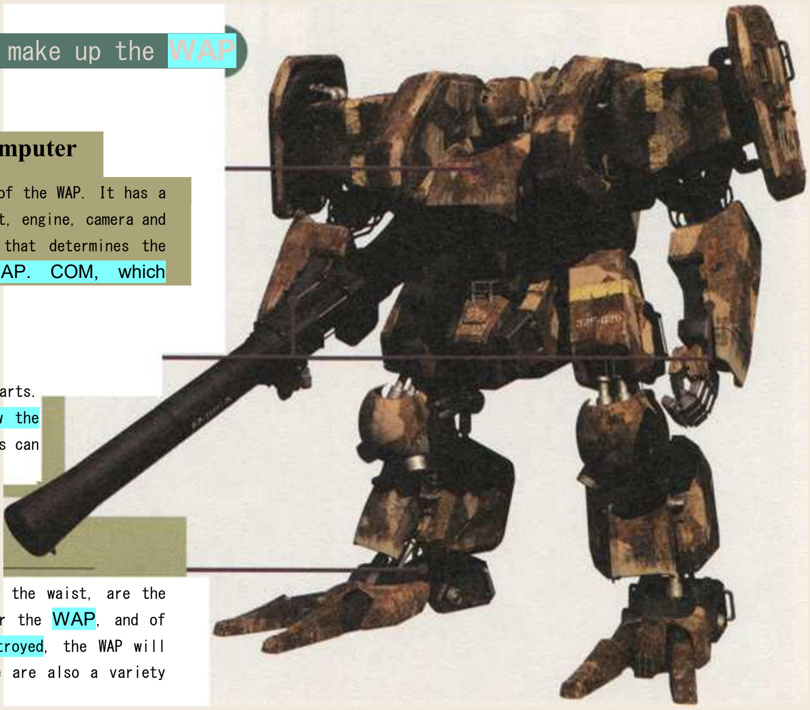


Mobile weapons with walking legs instead of caterpillars or wheels. Weapons can



The body and other parts are interchangeable with other companies'

The four parts that make up the WAP



Body - Computer

The most important part of the WAP. It has a head equipped with cockpit, engine, camera and radar, and is the part that determines the performance of the WAP. COM, which

L/R Arm

Both arms can be fitted with different parts. The high performance manipulators allow the use of a wide range of weapons. Shoulders can also be equipped with guns and shields.

The leg parts, including the waist, are the integral parts that power the WAP, and of course, if they are destroyed, the WAP will be unable to move. There are also a variety

WAW

from

WAP

It all started with the "actuator."

An "actuator" is a device that uses special materials to convert energy and electrical signals generated by electric and hydraulic motors into mechanical movement. When the device was first announced, it was used in automobile suspensions and aircraft axles, and received high acclaim. However, Schnecke, which continued to finance the development of the device, had a vision of using it to

With other companies' products



There are many WAP developers but they all follow a common

Schnecke and Diable Avionics, who jointly developed the Wandlungwagen (WAW) proposed the development of separate parts based on a common standard, MULS, in order to solve the cost problem. This added the feature of "interchangeability" to the

indicates direction or goal (e.g. "to")

B-Devices, the ultimate bio-com that transcends ethics

Sakata Industries' bio-COM research is a tragedy brought about by the ever-expanding development of weapons. The use of the human brain as a COM unit is the most effective means of improving basic operational performance, but the world was not as bleak as this might have seemed. Sacatine Industrie's B-Devices, the bio-COMs that sparked the Second Huffman Conflict, disappeared from history

Development of new mobile

To overcome the WAP's weakness in firepower, the OCU military announced the concept of a large, powerful, firepower-equipped mobile weapon that



OSV-08b "GOALTON-b"

WAP Development Brief History

~2020
Prof. Landolt, Professor of Loprozto Engineering at the University of Wallenstein, presented the results of his research on a special material that is the prototype of the "actuator" at the EC German Federal State University.

2025
Schnecke & Co. created the world's first humanoid work machine, the "Wandlungwagen" (WAW). z The WAW was developed based on the concept of using "actuators" to enable human-like movements. Schnecke completed it at his own expense.

2026
The USN military manufacturer Diable Avionics (DA) was quick to offer cooperation in the development of the WAW. DA was asked by the USN military to develop a vehicle for polar work to be used for mine clearance.

2027
-The prototype (parrot) was completed. The USN military gave it a great review for its flawless performance in a demonstration of landmine disposal. Practical application seemed imminent, but was held up due to cost issues. As a solution, Schnetzke & DA divided the WAW into four parts: torso, arms, legs, and com. They announced to heavy industry companies in various countries a proposal to establish a unified standard for these parts and to develop them by different manufacturers.

2029
Developed and announced FMULS (Multi Unit Link System) J, the world's common standard for WAW. The first WAW f-Sikeida based on this standard (body: Schnetzke [Germany], arms: DA [USN], legs: Sender [UK], COM: The AID METAL [OCU Australia]) was purchased by the USN for 90 units and by the German Federation for 15 units.

2034
-The OCU deployed the first ever combat WAW units in Africa's escalating war for independence. The OCU fielded its first ever combat WAW unit in Africa's raging war of independence, achieving great success and opening up a new dimension of WAW-to-WAW combat.

2040
-Schnecke & DA, together with other companies, developed and announced MULS-PJ, a common global standard for WAW for combat use. This succeeded in significantly reducing costs and improving performance, and WAWs became the mainstay of each country's military power. WAWs for combat use were given the designation "Wandlungsbanzer (WAP)" to distinguish them from others.

2070
The first Huffman War broke out on the island of Huffman. Sakata Pharmaceutical of OCU Japan acquires Heinemann Industries, an Australian WAP manufacturer. Sakata Industries is established and begins WAP development.

2090

2092
OCU Australia's Jade Metal acquired EC U.K.'s Lyman and became "JadeMetal. Renamed "Tal-Layman Company Begins development of large mobile weapons.

2093
OCU Japan's Kirishima Heavy Industries develops and announces the "Support Pod," a small mobile weapon designed exclusively for supply. It becomes a worldwide hit. EC UK's Senda Company begins heavy production of large, quadrupedal mobile weapons in response to the "Grand Gunport Concept.

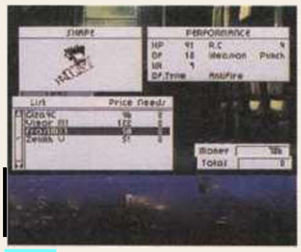
2095
-Leonora Enterprises, Inc. and Kirishima Heavy Industries, Ltd. sign a

Combat by WAP

Weapons used by WAP

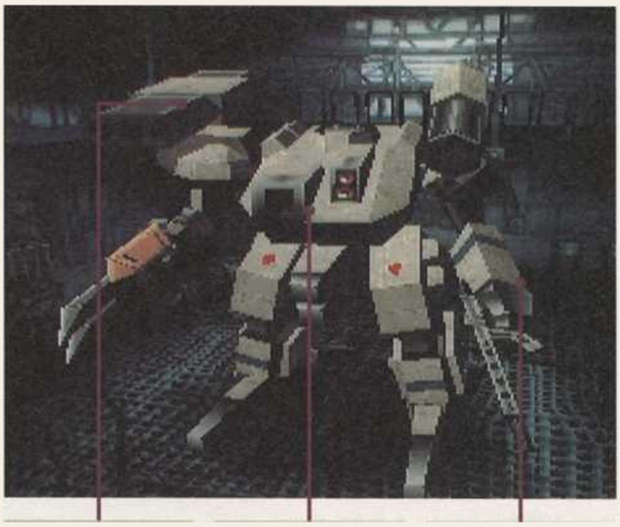
The weapon used by WAP is a giant version of the weapons used by human soldiers. The high mobility of the "finger" by the "Actuator-J" makes it easy to perform movements such as "gripping" and "pulling the

The body is also equipped with missile launchers on both shoulders and machine guns and other firearms. The robot can be equipped with missile launchers on both shoulders, machine guns and other firearms pre-



The ▲ arm is equipped with a punching mechanism, allowing for combat without


The body can be armed with a wide range of weapons, including weapons built into



Equipments of Weapons

Weapons equipped by WAPs tend to be specific to their location. The arms, as mentioned earlier, can be equipped with all kinds of weapons by means of manipulators, but generally they are equipped with firearms or fighting rods. On both shoulders are heavy weapons, such as anti-ground and anti-aircraft buckets and missile launchers. Built into the body are

both shoulders	Boehmeria nivea	One®⁰ -
Weapons for long-range attacks, such as anti-ground and anti-aircraft rockets and missile launchers, are the main weapons used. Close-range weapons, such as machine guns, are also available, but shoulder equipment is sometimes inflexible.	Basically, it is necessary to reduce weight in order to reinforce armor and increase power, and built-in weapons are not favored. However, as a response measure in close combat for rear-echelon WAPs, this	The ability to "grab things" allows them to equip gripped firearms and rods by "grabbing" them. The development of weapons for WAP has been active, and a variety of firearms have appeared. There are also arm parts


The strength of the WAP is its ability to use different weapons

STOCK OF KNOWLEDGE
05

Comparison of various weapons and Wanzers

Even tanks, the most powerful weapon on earth, are vulnerable to combat helicopters and attack aircraft. Ground-attack aircraft are weak against fighters, fighters are weak against anti-aircraft weapons, and ground weapons are weak against tanks. This four-way triangle is due to differences in offensive and defensive capabilities, armor, and terrain suitability. When we look at the advantages and disadvantages of each weapon, we can see how

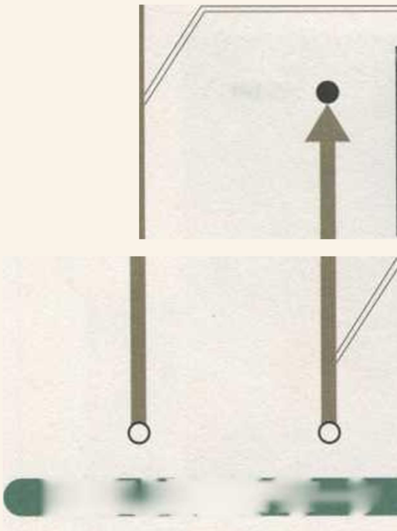
period

ENEMY



Long-range attack

Once the enemy is captured, they attack with missile and rocket launchers. Guided missiles are





-Short Range Battle

At a visible distance the attack is with machine guns or other firearms; the WAP's upper body



-Fighting

The punching mechanism built into the arm and the swinging of the rod allow for direct blows at close range, where firearms are

The combat range of a WAP is determined by the weapons it is equipped with. Equipped with long-range missiles and machine guns, WAPs can attack remotely with missiles or shoot with machine guns and other metal weapons at close range. If they The fact that a single WAP can cover the entire distance is the essence of the 330-purpose blast blast furnace, which is not available in conventional combat vehicles.

However, all-around equipment reduces the average combat power at each distance. Therefore, in actual combat, long-range fighters are

Use of different weapons according to

Long-range attack

Shoulder-mounted rocket launchers and missile launchers are the main weapons. They are divided into bunkakuya and makuha, so it is necessary to use them differently depending on whether the enemy aircraft is a ground weapon or an aircraft.

During long-range attacks, the pilot's actions are restricted and most of the WAP output is consumed



Long-range attacks require the pilot's time and most of the

-Short Range Battle

The same is true of shoulder-mounted and body-integrated firearms, although most of the firearms are arm-mounted. When an enemy machine approaches at a certain distance, they fire with machine guns, rifles, and other weapons.

The use of a machine gun or other weapon of mass destruction is simply a matter of pulling the trigger of the gun in the WAP's hand. The pilot



Firearms are the mainstay of combat. Fire at the touch of a

-Fighting

Fighting weapons include rods, which are held and lowered to inflict damage, and knuckles, which are used to increase the destructive power of the built-in punch mechanism. The purpose of both is to inflict damage to the opponent through blows, and the destructive power of both is great.

The COM takes care of the basic movements for fighting, so the pilot does not need to perform complicated



The most effective in complicated battlefields, such as urban areas

Arena

Extreme gambling battles using WAP and live ammunition

Among the few entertainment facilities in Aroldesz, the "arena," where people fight using WAPs, is one of the most popular.

Whenever a civil war or Huffman conflict erupted in a region, WAPs were deployed in large numbers, and whenever the situation calmed down, veterans and local technicians took them private. In particular, in various parts of the USN, WAP fights by veterans, modeled after actual military training, became a show. As the popularity of WAP grew, people began to secretly bet money on it,



The arena is always held even during wars. Some of the contestants are civilians. The level of

Based on a point system ranking system

Around the end of the Second Huffman War, a points-based ranking system was added to the arena. The purpose was to establish popular pilots and to strengthen the competitive aspect of the sport. This ranking system helped to clarify the combat ability of pilots, which was difficult to determine, stabilize betting rates, and reduce cheating. With the champions of each arena now



The champions in the arena in Doukandi always wear masks.

Just like in the real world. 5vs5 team fight

The "teamfight," in which multiple pilots team up to fight, has gained new popularity in recent years. In this type of competition, teams of multiple pilots fight against each other in teams of up to 5 (5 女寸 5), and the battle unfolds on a larger field than in



Wider than Isolo, Many obstacles . Fields with large obstacles are used



-than the individual's ability. The kev to

formal rule

Solo Fighting Rules] – Time is unlimited.
The WAP setup is free of charge. z However, be sure to mount an escape device.
-All items are prohibited. When a fighter's body is completely destroyed, or when both arms are completely destroyed, he is considered to have lost his means of attack and the match cannot continue. In this case, this decision shall be made even if the fighter has weapons built into the body. -If a fighter attacks a WAP who is

Aroldesh Domestic

Military ship.

OCU United Nations Department of Defense

own heavy and stationed OCU forces.

Forces stationed in OSU

The OCU allows member countries to have their own armed forces, albeit on a conditional basis. Therefore, each member country has two armed forces: its own and a military stationed in the OCU. Aroldesh is not an exception, and has its own army stationed at three bases in the country. The Aroldesh army has been reduced to a quarter of its former size due to economic pressures, and relies almost entirely on the CU forces stationed in the country. The chart below shows

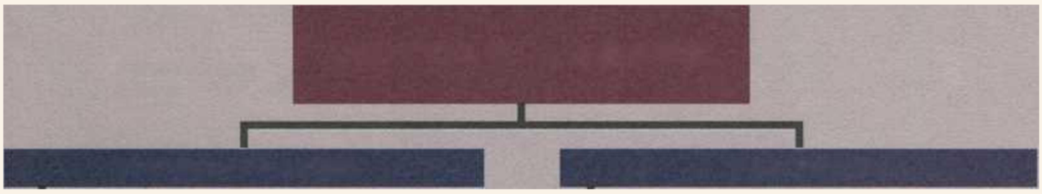


OCU Japan

self-defense force

OCU Stationed

Each OCU member state is required to have its own armed forces. OCU forces are stationed in member countries by the OCU Ministry of Defense, so that each member country has both its own armed forces and OCU forces (e.g. OCU



Land Defense Forces (Stationed at Lamanston)

Combat vehicles : approximately 12000 vehicles VTOL transport aircraft: 14

Army (8 bases in Japan)

Combat vehicles : approx. 450 Aircraft
Support vehicles : approx. 6,000 infantry
Appro x. 30 machines

General Marine Defense Forces (Stationed at Limian)

Combat vehicles : approximately 800 fighter-bombers
Support vehicles : Approx. 1
Approx 30 machines

Navy (command post in Narayaganj)

escort 3 ships
Patrol boat 12

Air Defense Forces (stationed at Dean)

Interceptor fighters: 50
Attack aircraft
Support aircraft: about 20 aircraft

Air Force (Dhaka, Chittagong, Rajshahi)

Tactical fighters: 48 VTOL attack aircraft: 16

Aro/Redesi **3rd** Army.

war power



The 88°ri of Kuheki OCU 5



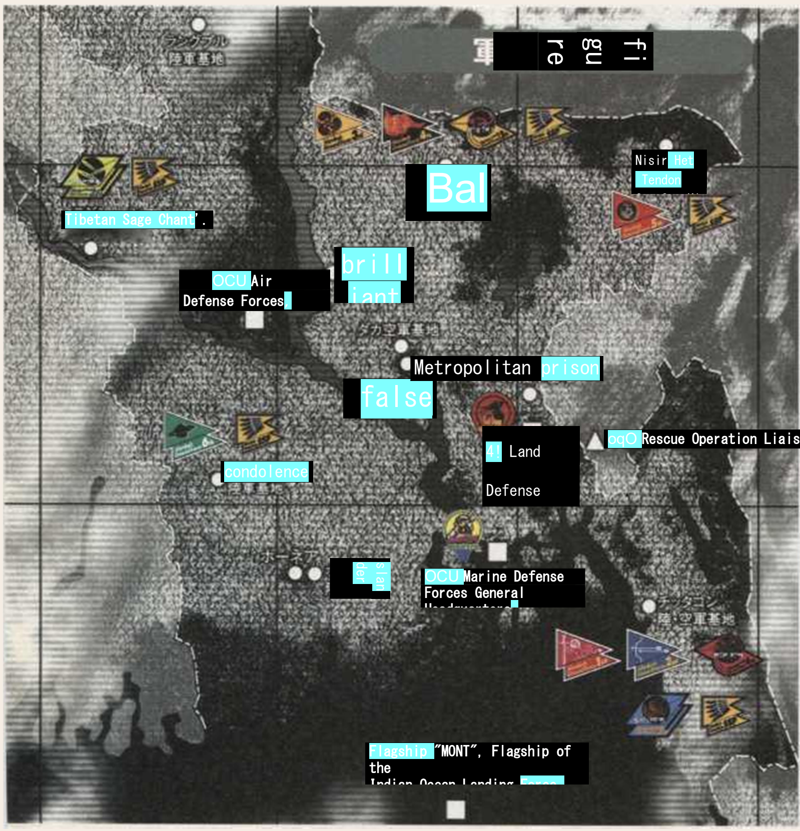
The success of Ikhdetah is partly due to the fact

Although Alor Desh's military size is less than half of the CU's ceiling, Ven-Makkaje's ability to prevent information leaks, ensure the execution of blitzkrieg operations, and successfully carry out the coup's initial actions is to be highly regarded.

Military structure centered on the

The map below shows the main bases in Alor Desh, the OUC garrisons, and the main units deployed there. The Ministry of Defense is located in Daka, the capital of Aroldesh, and there are regional headquarters in each province. The Aroldesh Army is led by six units of the Army's

-Aroldesh Army



Army 1st Mechanized Division

Army 2nd Mechanized Division

Army 3rd Mechanized Division

Army 4th Mechanized Division

Army 5th Mechanized Division

Army 6th Mechanized Division

Army Supply Support Unit (One unit is assigned to each

Army 4th Attack Support Company

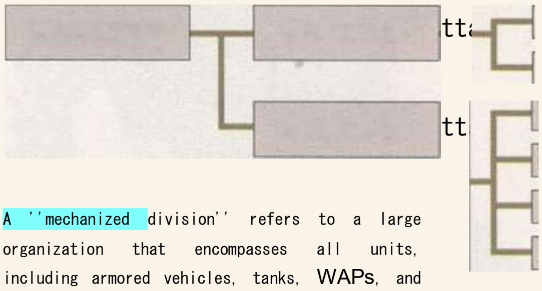
Army 12th Attack Support Company

Air Force 1st Tactical Strike

Air Force 32nd Tactical Strike

41st Landing Cavalry Battalion, General Marine

89th Mobile



armored company

Tanks, self-propelled artillery, support vehicles, etc.

Myoha Company

mechanized company

Armored vehicles, troop carriers, infantry, etc.

mechanized

mechanized company

scouting party

Off-road vehicles, motorcycles, long-range radar vehicles, trucks with observation equipment, armored vehicles, etc.

riot squadron

Wanzers, large mobile weapons, support

A ''mechanized division'' refers to a large organization that encompasses all units, including armored vehicles, tanks, WAPs, and transport vehicles. Aroldesh's mechanized division is composed of two fence-militarized battalions, as shown in the diagram above, one mechanized battalion consisting of X 2 armored

attack support squadron

The OCU forces often deploy small VTOL attack aircraft in addition to helicopters, but the Aroldesh forces do not deploy attack aircraft because the absolute number of attack aircraft is small. One company deploys 12 attack helicopters. In recent years, however, an increasing number of squadrons have deployed "gunships," which are used for both attacks and troop transport.

Most of the helicopters in the game are these attack

STOCK OF KNOWLEDGE

06

Unit Composition of Modern Armed Forces

After the deployment of the Vantour, the armies of various countries became smaller in number and simpler in organization. Let us compare this with the force structure of modern armies. Here, we will introduce the Army.

Division organization]

In general, the Army's units of action are, in descending order from largest to smallest, divisions, regiments, battalions, companies, platoons, and squads. With the development of various types of remote attacks, including artillery, the smallest combat units have become smaller over history, as dense formations have become problematic. The smallest of these action units, the squad, generally consists of about io men. For example, an infantry squad consists of about 10 infantrymen.

Three to four of these squads are gathered together to form a platoon. Three to five of these platoons then come together to form a company. The number of men in a

The collection of these multiple types of troops allows for a wider range of choices in the deployment of operations as a corps. Finally, the regiment is the basic unit of the army's largest fighting unit, the division. The division brings together all types of soldiers, including infantry, artillery, armor, artillery, and medics. It is an organization that is capable of all types of operations and can act independently. Types of Divisions]

The division, the largest unit of action, can be divided into several types depending on the main force of its organization. For example, a "mechanized division" consists of three mechanized infantry regiments (using vehicles such as armored vehicles to increase mobility and offensive capability, also called "motorized regiments") and one armored regiment. For example, a "mechanized division" consists of three mechanized infantry regiments, one armored regiment, one artillery regiment, and one engineer regiment. When an armored

Compose a mechanized division.



Army 4th Mechanized Division

It is a WAP-centered unit with combat vehicles and support pods. Although not as large as other squadrons, it is mainly assigned to missions in complex terrain such as forested areas and swamps, so mobility is a top priority for this unit.

OCU Army and Defense Forces after



▲Thomas and his group were surrounded by this company. With the help of Ashe

Army 1st Mechanized Division

Army 1st Mechanized Division

Both companies are led by combat vehicles such as armored vehicles and tanks, with WAP deployed as escorts. They excel in wide-area battles using their high mobility in urban areas, and they are The coup was surrounded and destroyed. After the coup, he is in charge of blocking traffic in Daka, the capital, and clearing out the 00U army.



During the blockade of the capital, they run into



VELDA

TANK : BT77M1C4

Tank: **BT77M1C4** type

A lightweight tank developed by Verda, the largest manufacturer of combat vehicles in the OCU. It has long been used as a support vehicle in the OCU army, but the company's new tank, the BT94, is now the mainstay

SCHNECKE

SCHNECKE A339 S9b Dirigent

A339 S9b Diligent command armored car

This is a small armored car made by EC German arms manufacturer Schnecke, famous as the founder of the WAW. Despite its sturdy body, it



Army 5th Mechanized Division

2nd Motorized Company

This unit has large mobile weapons that have recently begun to be mass-produced. 0 It is a rather large mobile company among the Alor Desh army, with WAPs, armored vehicles, support pods, and other equipment. The commander of this unit, C. Jedoux, is well-known for the trust of his men. The unit is led

SENDER

OSV-08a TILDEN-a"



OSV-08a Tilden-a type

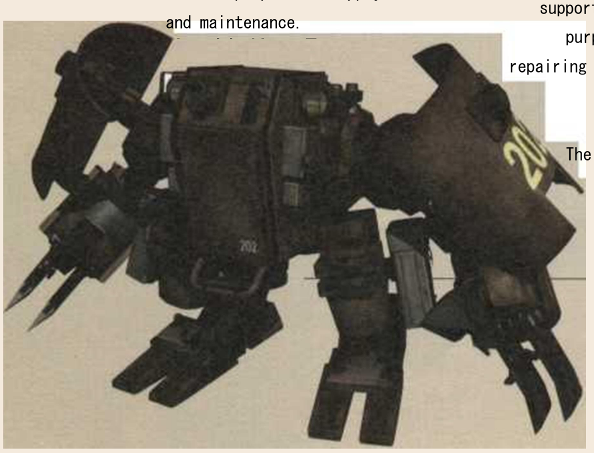
The "Clinton" was developed and mass-produced by the British EC Sender based on the "Clinton" that was deployed during the Second Huffman War.

Large mobile weapons deployed as garrisons at key locations on the

Although inferior in mobility, it greatly outperforms the WAP in firepower. The "four-

Supporting Pod

for the purpose of supply and maintenance.



In particular, the support pod developed for the purpose of resupplying and repairing WAPs can be called a "small WAP," as its shape suggests. The "K" is the name of the

Unfortunately, the support pod does not appear as a player unit.

3ALESTO SP10-3

Support pod SP10-a type

The original support pod was developed by Kirishima Heavy Industries as a walking vehicle for maintenance. Later, they were modified to supply the military and became a worldwide hit. The SP10a model was developed by EC manufacturer

Air Force, Offensive Support Squadron

Army 4th Strike Support Company
"Lau" Shaap.

In the attack support squadrons that provide air cover for ground troops, the Rahr Sharp (Red Snake) is the workhorse of a select group of highly qualified pilots. A group of attack helicopters armed with Vulcan and missile fire is a threat to enemy ground forces. The 'Red Snake' supported the 3rd Machinegun He has since been stationed at the base.



KIRISHIMA
Ordinary mother; 勺 **CHOPPER : AAH45a**

AAH45a Khan-a offensive helicopter

The latest assault attack helicopter manufactured by Kirishima Heavy Industries and adopted as the mainstay of the OCU by most of its member countries. It is powered by the powerful Bran TB230W engine and can carry a payload of up



Normally, the purpose is to support ground troops, and they rarely take independent operational action. It is



For ground forces without anti-aircraft weapons, combat



This unit attacked the Limean base where Ashe and his team were



still rarely used even today (2102). It has a total of three variable nozzles in the center and rear of the

Air Force 1st Tactical Strike Squadron

The ground attack squadron, normally stationed at Chittagong Army and Air Force Base, is composed of VTOL attack aircraft. Together with the 32nd Tactical Attack Squadron, ''Nakapalok'', stationed at Rajshahi Air Force Base, it is responsible for air control of Aroldesh." BNORABEL'' means ''stray cat'' in Bengali.

Since the coup, he has been stationed at



the Revolutionary Army when Lisa and

Chapter : 03

A raging attack of coordinated skills

An active point system, where every action is a load. .

The system in "**FM 2**" is more complicated than in the previous version, including the relationship between weight limits and mobility.

Players who are new to "**FM2**" should be sure to understand the systematic aspects of the game before playing it.

System Analysis

Points to know before you fight

fundamental

Basic knowledge

Overall game flow

As shown in the figure on the right, "FM 2" basically progresses through a series of three stages. The event screen is used mainly for conversations and setups, and the player moves to the next stage on the

If the battle is over, the player will be taken directly to the battle map. If the battle is cleared, the player will be taken back to the event screen to continue the story through conversations and other

Event the impressi

World; Map'.

battle map

Event

Actions in the city and at the base

Event screens, such as town and base screens, are also used for conversation and WAP setup. Some locations have stores, bars, or arenas where you can ... parts gather information or



Conversations and other events

The story progresses through the conversations of the characters. Note that important information

Change WAPOK-tools, weapons, etc. The setting up must be done before moving on, as it can only be done on

set up (e.g. in computer graphics)



World map

Moving Maps

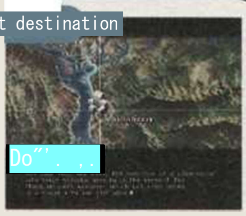
If you select FExitJ on the event screen,

The world map screen will be displayed. Here select the point to move to and move the troops

After moving, most of the time, the battle

Select destination

-Move the cursor to the destination. If there are multiple destinations, select one and move. After





Battle map

battle

On the battle map, units move and engage enemy units. If the victory condition is met, the game is cleared and the player moves on to the next scene. The situation is often unfavorable, but



Unit Movement

-! Move units one by one on the map. Move accurately, taking into account enemy positions and the status of

-When you find an enemy within range, you launch your attack. This is a situation in which the weapon used and the

attack



About NPC Unit

In addition to friendly and enemy units, the game may include NPG units that are allied to the player's army but cannot be controlled by the player. They move and attack at their own discretion, and their actions may not always be in accordance with the player's tactical strategy. However, if they are used properly, the battle can be quite lucrative. They may also be involved in victory conditions, so



Own (Player) __unit-

NPC (Non-Player Character)

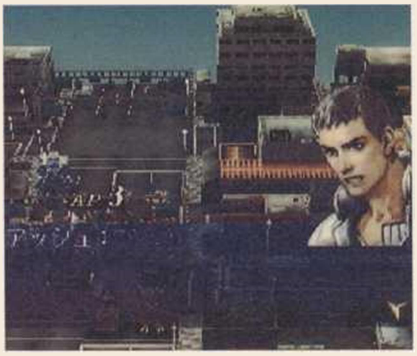
enemy unit





-If there are NPC units involved in the victory or defeat conditions, more attention should be

They will use their own judgment and act accordingly, moving and attacking in their own way. There is no need to



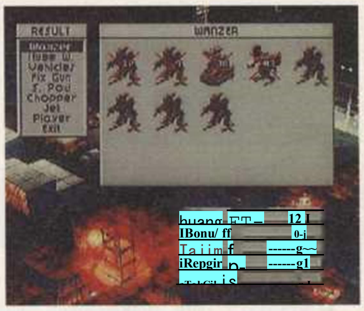
Victory Conditions and Game Over

The basic victory condition is the total destruction of all enemy units. Occasionally, a special victory condition is added, such as "a specific unit reaches a specific point I." In this case, the game can be cleared even if enemy units remain. In this case, the game can be cleared even if there are still enemy units remaining.

The basic condition for defeat is the total destruction of all units in the army. In many cases, the game is over when a



In many cases, the game is cleared when all enemy units are destroyed. Be careful when special

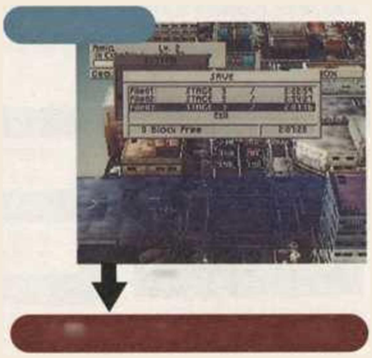


When the battle is cleared, the funds will be reimbursed according to the content of the battle

Interrupting the game - saving data

Normal save/load can be done on the event screen. If you accidentally forget to set up and move to a new location, you can use the rLoadJ command on the title screen to load the saved data from the event screen.

To interrupt the game during a battle, select "FSave Game" from the commands displayed by pressing the start button. You can resume the game in the middle of a battle using FContinueJ on the title screen. Both of these commands use two



event screen

The ▲ event screen can also be used to read in data.

Saving data before going into battle

Battle system

Combat system

-Evening service

Combat is divided into two turns, the player's turn and the enemy's turn, and units move, attack, etc. in each turn. When all units have completed their actions, it



< The main menu, which is displayed by pressing the Start button, allows you to end your army's turn.

■ Limitation of actions by AP

All actions of a unit are limited by its AP (Active Point). They can only move, attack, and perform other actions within the AP limit.



AP is set for each character. All actions such as moving and attacking are done by consuming AP. Important point of

-Attack - Counterattack

A unit may attack an opponent unit on its own turn.
The attacker chooses to counterattack, evade, or defend.



If it is the attacker's turn, he attacks; if it is the opponent's turn, he counterattacks or evades. Basically

(Basic combat flow)

-When to attack

Let's follow the flow of an attack on the enemy in a player's own turn.

The first step is to move the unit. The range of movement is determined by the unit's mobility, AP, terrain, and other factors, and is indicated by a blue square (hereinafter referred to as "sq"). If an enemy unit is within range, the unit

movement



The unit moves when the cursor is moved to the destination within the movable range



If an enemy unit is within range of the equipped weapon, it can attack. If there are multiple



The target unit is attacked with the selected weapon. The opponent also takes actions such

-When under attack

If an attack is launched on the enemy's turn, the unit chooses to counterattack with a weapon, defend with a shield (if equipped), or evade. Combat is handled under the same conditions as when an attack is launched, so in some cases, the unit may attack first. Note, however, that if a unit is attacked from a distance, it cannot



The user chooses an action, such as counterattack or evasion with

counterattack

Counterattack with equipped weapons. In some cases, the

protection

Can take defensive action only if equipped with a shield.

avoidance

Take action to avoid enemy attacks. It is not always



Destroyed by destruction of -body

All units have a common condition for being destroyed. When a unit's "Body" HP reaches zero, it is destroyed, even if it still has arms and legs. When selecting parts in the setup, pay particular attention to the HP of the body. Even if the remaining HP of an enemy unit is high, it can be destroyed by the next attack if its body is damaged. The HP of the body is especially important to pay attention to.



In the case of ▲WAP, even if an arm or leg is destroyed, it is still not destroyed. As



However, if the body is attacked intensively, it will be destroyed even if the arms and legs are

-Arm - if the leg is destroyed

As shown in the "HP Gauges of Units" section below, in addition to the body, the WAP has HP gauges for its left and right arms and legs, and vehicles and support pods have HP gauges for their bodies and legs (including wheels, caterpillars, etc.). In the case of WAPs in particular, both arms and shoulders are equipped with weapons, and if these parts are destroyed, the WAP will be unable to

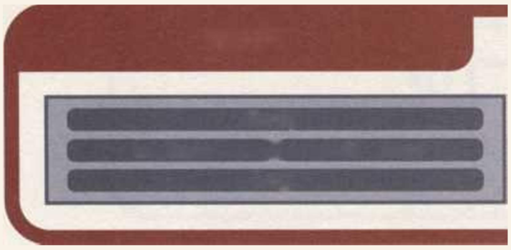


-If the leg is destroyed, the range of movement is reduced to 1sq. This means that it is impossible to escape, but it is



If an arm is destroyed, the arms cannot be used If both arms are destroyed, you are no better than if you were unarmed.

HP gauge of each unit

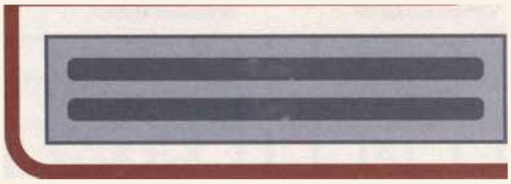


body L Arm R Arm leg

Above is a simple HP gauge displayed on the battle map. In addition to its body, the WAP is characterized by its left and right arms and legs. If both arms are destroyed, it becomes impossible to attack with weapons equipped on the arms. Next to the body, this is the most important



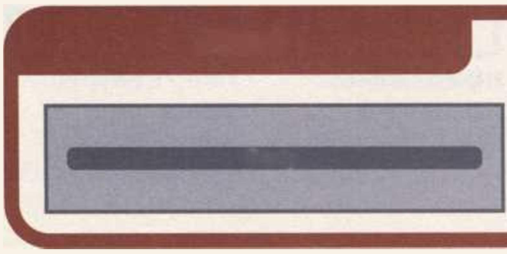
Vehicles/support pods/large mobile weapons



body ILe

In the case of a vehicle, the body and chassis (wheels, etc.). Support pods are humanoid like WAPs, but due to their size, the body and arms are considered as one unit. Large mobile weapons are basically quadrupedal, so they are







戦闘ヘリなどの航空機は、脚も腕も持たないため、ボディのみのHPゲージとなっている。攻撃がボディに集中するため他のユニットに比べて脆いイメージを受けるが、対空攻撃が可能な武器が限られており、移動力が他ユニットよりも格段に高いのが強味だ。



APS Active Point System

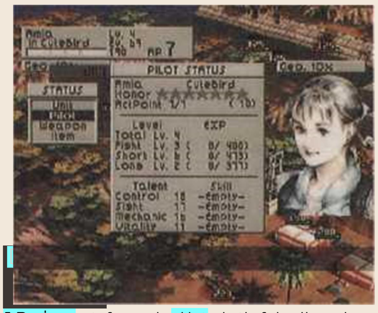
AP that affects all actions in combat.

What is AP?

AP is a numerical representation of a pilot's "action power": the more proficient a pilot is at flying a WAP or tank, the more efficiently he or she should be able to fly it. In the game, each pilot is assigned an action power value (AP) based on his or her proficiency (level). In other words, as a pilot's level increases,



AP is a number that affects all actions of a unit. It is the most important value in combat.



AP is set for each pilot, both friendly and enemy. The higher the pilot's level, the more AP

■AP Consumption

AP is consumed when a unit performs any action, such as moving, attacking, or using an item. Naturally, each unit chooses its own actions within the range of its AP, but for example, a unit cannot attack and then move. The following is a summary of the AP consumption situations and their inverse effects, so please use it as a reference for your play.

Situations that consume AP and consumption values

movement	**1 AP** per square
grappling	**0AP** (does not consume **AP)**
short-range attack	**2 AP**
long-range attack	**6 AP**
Item Use	**4 AP**
be attacked	**2 APs** per transaction

AP recovery

It moves and attacks in its own turn and consumes
APs that have been lost or are lost when
The AP spent is basically the army's turn again
The maximum value of each unit is restored to its maximum value when the However, the three
If applicable, limit to the value to be recovered
Note that you will be subject to the following.
Particular attention should be paid to Pattern
The main focus is on close combat, so it is important to have a good understanding of the
The action of the "action" is possible. The recovery value increases or decreases significantly depending on the action of
It is to be done. AP recovery y direct (i.e. adjacent to (current value) is the same as that described on the right-hand page. , ,
The situation is described in various ways in the following paragraphs. If you can take a single gait maneuver whereby your allies heal more and your enemies heal less, the battle situation will quickly turn to your

r

rainbow RN 1

Bataan

voiced repetition

Enemy units exist in the surrounding **4 sq.** except adjacent units.

putt ern 2 unde r
er **1**, no. the
Surr Unit infl
ound s in whil uenc Numb]
ings **3sq.** e e of er
! divi **R** of
n1 ning

The situation of being woken up by the bow I due to AP consumption

I Variation of the hit decision

The overall hit ratio during an attack is determined based on the hit ratio of the weapon used, the capabilities of the offensive and defensive pilots, and each other's terrain effects. AP is also greatly related to the hit-and-run semi-index.

The remaining AP value after the attack decision is made is added as a bonus point to the hit ratio determined at the time of attack or counterattack, respectively. For example, if a unit with 7 AP attacks at close range, there will be a difference of 4 AP in the hit bonus if it attacks after moving 4sq (7 - 412 = 1) or attacks without moving (712 = 5).

Especially when attacking with weapons

Move and attack

As an example, let's look at a case in which a 7AP Joyce is attacking an enemy aircraft of the same 7AP at close range. The weapon used is a shotgun



The enemy moves 4sq and attacks adjacent to the enemy. At this point, a hit bonus of



The hit rate was 58%. Of course, it also depends on the performance of the weapons and

Attack without moving

This time, the attacker does not move at all. Both the enemy and allies have recovered up to 7 AP due to the presence of units (see "AP Recovery" on



Joyce, 7AP, attacks the same enemy unit with a shotgun that has a 70% hit rate. This time



Since the target has not moved, the hit bonus is 7-2 = 5, resulting in a hit bonus of

AP0 -- unavoidable

If a player takes some action in his own turn and then is attacked in the enemy's turn, his AP may be reduced to 0. In this case, it is impossible to move, attack, or counterattack. In addition, you will not be able to even evade the attack of your opponent. This worst-case scenario must be

Successive attacks

Since 2 AP are consumed for each attack a unit with 7 AP will already have 0 AP by the fourth attack. In this case, it is



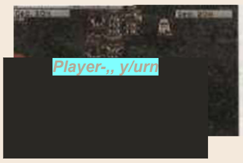
Every time you are attacked, whether at close range or at long range, 2 APs will be



Once ▲AP becomes 0, there is no way to avoid it. There is nothing to do but to accept the

be surrounded

If a unit with 7 AP is surrounded by 4 enemies, it will have 0 AP.



Even if the enemy does not attack, if you are surrounded by enemies on all sides and move to



If the unit has less than 8 AP, the remaining AP will be 0.



Even if an ally opens the way for you, you can't move. If it is the enemy's turn, he will be in a state of Dharma. Z

repetition mark in katakana

Impact on mobility

Mobility is basically a value set in the Legs (leg parts), but it is affected by total engine power, equipment weight, terrain, and other factors. Also, since 1 AP is consumed for every 1 sq. of movement, even if the "ne" power is 8, if the remaining AP is only 4, it can only move a maximum of 4 sq. If the player takes any action after moving, he or she must have the necessary AP remaining for that action as shown in the table on the left page. As mentioned above, this also affects the hit



The mobility is based on the value set for each leg part. Note that this value may vary depending on total power output, equipment



When actually moving, the remaining AP value, terrain, etc. will have an impact. If you do not consider your post-movement activities in

Weapon Selection Points

close combat y theative

-Close range - Fighting is the basic

The initiative of the attack in close combat varies depending on the weapon used. The first one is the close combat weapon versus the fighting weapon. In *this case, the* near-S giant detachment weapon always attacks first, regardless of who attacks first. Next, the near-S giant detachment weapons attack each other. In this case, the attacker is basically allowed to attack first. Lastly, in the case of





If the attacker uses a fighting weapon and the defender counterattacks with a melee weapon, the

Units using fighting weapons should be careful, as melee attacks are prioritized.

Is a fighting weapon a disadvantage?

Simply put, a fighting weapon is still at a disadvantage against a near-S giant detachable weapon. However, fighting attacks are easy to aim at the body and have high destructive power. The biggest advantage is that the AP consumption is 0. Depending on how it is used, it can be a



If the arm part has low HP, it can be destroyed with a single blow. If it is covered by other

Hit rate for fighting weapons

The status of fighting weapons shows that, unlike other weapons, they have an unusually low hit rate. This value is added to the hit rate of the punching mechanism that is originally built into the arm parts. In other words, the higher the hit rate of the

I：-； I罚¨ 厘+1ɒ用!ı ）
The following is a list of the most common Tap 罕罕 I'm not sure if this is a good idea or not.

Notes on long-range weapons 于

-Attention to attack range and remaining ammunition

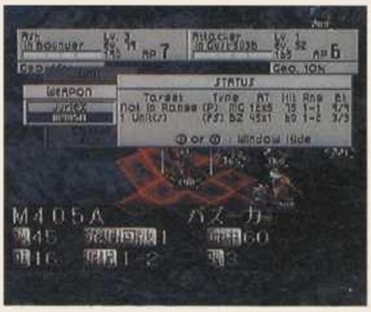
When equipping a far^away weapon, be careful of the attack range (range S nada) and the number of rounds loaded.

It is especially important to note that if the attack range is 4 to 6, it means 4sq. or more and up to 6sq.

The most important point is that the attack range of 4-6 is between 4sq. and 6sq. and does not include enemies within 3sq.



Long-range weapons are useless if they get inside the attack range. Also, many of them have a low ammunition capacity.



Bazooka and cannon weapons are treated as melee weapons, but can be used as long-range weapons from 1sq distance as indicated in the attack

Anti-aircraft weapons against air units

-Air-to-air attacks allowed/not allowed

Air units, such as helicopters, are very fast and can be a very difficult enemy. When attacking these air units, only weapons that are capable of anti-air attacks can be used. The far 5 giant detachment weapons are clearly labeled "Bunsun Kuu" in the weapon name, which makes them easy to recognize, but the combat and close ? However, for martial and melee weapons, there is no indication



In stages where you are guarding trucks or transport helicopters, enemy helicopters and other air units are a nuisance. It is important to shoot



When attacking an air unit, you must use weapons that are capable of anti-air attacks. Rifles and cannons are recommended as close-range weapons.

radius	Weapons capable of anti-aircraft attacks	1
grappling	short distance	long distance
All weapons are inaccessible.	Weapons other than bazookas and flamethrowers can be attacked. The same can be done with body-embedded and shoulder-mounted weapons.	Only air-to-air weapons can attack. Note that air-to-air weapons cannot attack Bunkakuya. No.

Protection by Shield

-Use of evasion and defense

When attacked, if the attacker does not counterattack with a weapon, he will take evasive action. Evasion is not always successful, but depending on the enemy's weapons, terrain effects, etc., it is quite possible to evade.

If they are equipped with shoulder shields, they can use these shields to assume a defensive posture. If successful, damage is minimized. However, it cannot be



If you think you are at a disadvantage in a battle you can try to avoid it. If you do well, you may be able to get out of the fight without taking any



The ▲ shield can be used for protection only when equipped with a shield. It is possible to protect against continuous attacks such as machine gun

Attributes of Attacks and Parts

All weapons and parts have their own offensive and defensive attributes. For example, a shockproof part can be damaged by an attack with an attribute other than shock.

Shock/Shock Resistant

Striking attacks with fighting weapons are impact-resistant. Parts and shields with anti-impact defenses are effective against fighter units.

Penetration/penetration re

Machine guns, rifles, and other firearms with live ammunition have the penetration attribute. Since these weapons are the mainstay of combat, it is advisable to

Flame Heat /

Flamethrower and other attacks have the flamethrower attribute. Missiles and rockets have both the flame and impact attributes, so even







Skill Acquisition – Use

Battle Skills and Owner Skills

What is -Skill?

A special ability that pilots with combat experience can use. These are "skills. Skills are acquired by accumulating experience through attacks and counterattacks. Skills also have their own level, and as this level increases, the skill grows into a more advanced skill. Skills are acquired and equipped on a pilot-by-pilot basis. All skills have a predetermined probability of activating in



The activation of skills, such as preemptive attacks, concentrated attacks on specific parts,



Skills acquired by each pilot can be used by equipping them to the pilot during setup.

battle skill

Skills that are activated during combat. Skills with various effects can be acquired and used depending on the means of attack, such as combat, close combat, and long-distance^release.



The activation of ▲ is a probability, but if it is activated,

owner-skinore

Owner points are an expression of a pilot's visibility on the battlefield. Owner skills are acquired with owner points. It is a skill that affects the units on the map, not the battlefield.



battle skill

-Accumulate experience through a series of battles.

Experience gained from attacks and counterattacks increases the pilot's fighting and near-three-magnification abilities (level) when a certain amount of experience is attained. Battle skills are also acquired and leveled up



Each unit gains experience by attacking enemy units.



When the ▲ experience value reaches a certain level, various

Owner Skills

-Destroy the opponent's parts and owner points.

By completely destroying parts such as arms and legs, including the body, one owner point is gained per part. When the owner points reach a certain value, the owner skill is acquired.



▲Arm or leg of an enemy unit in combat is destroyed,



▲If only the body

Equipping and activating skills

-Equipped with up to 4 types

Although the number of skills available is far greater than in the previous work, each pilot can have up to four skills equipped at one time. Basically, skills are equipped in the "Pilot Setup J" in the Setup menu, but if a skill is acquired during a battle scene, it can be equipped on the spot. If a skill is acquired in a battle scene, it can be equipped on the spot. Since it can be used immediately in the next battle of the same stage, especially



ttoprovide 2' Ispenoyal
The commission is a "pt".

The pilot can be equipped with skills in the "Pilot" section of the Setup menu. Up to four types of skills can be equipped at the



Do you have an attritional PBL V1 in your fold?

In a battle scene, skills acquired in that battle can be equipped on the spot. Skills acquired in the first battle should be equipped immediately.

-Successive activation of skills

The activation of a skill depends on the probability specified for that skill. Occasionally, more than one equipped skill may be activated at the same time. This is called chain activation. The activation of a skill depends on the system of the weapon used (fighting weapon - fighting skill), but consecutive activation is possible with different attack methods, as long as the corresponding weapon is equipped. Note, however, that the two-handed weapon fighting



When ▲ attack type skills are linked, the number of attacks themselves will also increase. Naturally the enemy will inevitably suffer heavy damage. The

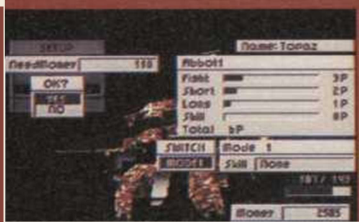
L1R1Po Seat No. to select Pa-no |
ot :Kuni yu "r Inthere
Decision Bodach - Equipment; Chong JL
L 關机

Equipping a skill for combat attack and a skill for melee attack does not result in consecutive activation. Skills

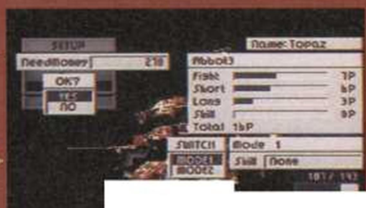
COM "clock up" and COM skills

Clock up

Another factor that determines the combat capability of a WAP is the COM (computer), and in FFM2J, each COM can be upgraded at the store with a "clock-up" upgrade. Clocking up allows the player to improve the performance of the current COM without having to purchase a new COM. It also allows the user to select the most appropriate mode for each line of attack.



Black ears: "I'll take your place.



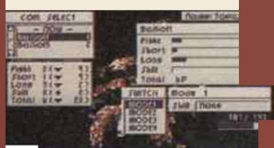
Do you want to go to the clock?
I'm sorry, I'm sorry, ¥ I'll be right back.

The one-time cost is not too expensive.

The performance of COMs can be improved by increasing the clock. If you want a COM with

■COM Skinore

Some COMs clocked up to the highest level can use "COM skills," which mainly improve the performance of the WAP itself, such as increased firepower or automatic repair of parts. Equipping the highest level COM and selecting Skill Mode in Mode Toggle will ensure that the skill will be activated.



| Mainly | Mainly | Mainly | Mainly |
Mainly | Mainly near vortex far two elimination skills0
None "

Some COMs that have been clocked up to the highest level can use their COM skills.

-It is more efficient to try to increase the clock by refraining replacing COMs.



Terrain effects/abnormalities

Terrain Effects and Terrain Effect Influence Values

-Terrain effect value

The "Geo" on the field screen indicates the size of the terrain effect. The terrain effect on this screen affects the chance of avoiding an attack. This effect is higher when there are many obstacles in the area or when the terrain is forested or sloping. This value is directly related to the following terrain

Effect value of unit lo



position

repetition mark in

-Terrain Effect Impact Value

The "GE" displayed on the combat screen quantifies the effect of the terrain conditions of the sq where the unit is located on the unit's behavior in combat. The "GE" is displayed as 0% when the unit is not affected by any of the above conditions and is able to perform at its maximum potential. A good rule of thumb is

Impact value of enemy u



Influence of own unit! Direct

-Difference between terrain effect and impact value

The value displayed under Terrain Effects is displayed as Terrain Effects Influence Value on the combat screen. The Terrain Effects value represents the evasion rate, but the Terrain Effects value is the efficiency with which a unit can perform. This means that in a heavily



The higher the terrain effect value, the less likely it is to be captured by the enemy and the greater the

-The higher the value, the lower the efficiency
The higher the value, the lower the efficiency



-How to use effect values

Terrain effects are a disadvantage when attacking. Therefore, the most effective use of terrain-effective sq. is to use it to evade enemy attacks from a long distance or as a refuge for units that are out of ammunition or have no means of attack because their arms have been destroyed. They can lurk in complex terrain, waiting for the enemy to approach, and then move out into open



shade of a building

In urban areas and bases, the alleyways between buildings and the shadows of



Center of intersection

The least effective terrain for urban warfare is at intersections of

Forest, slope

-The topography effect is high in areas with many trees and on steep slopes. However, the



Water, level ground

-The terrain effect will be low if there are no obstructions. However, it is easy to move. so



Description of the condition and remedial action

-Status Abnormalities

Status abnormalities can occur when HP is reduced, or when attacked by weapons or skills with special effects. There are three types of status abnormalities. Each of them will limit your actions and AP consumption, and will have a significant impact on the battle situation.

Status abnormalities will be restored each turn unless an owner skill with a restoration effect is used. all three will be restored by the third turn at the worst, so if a friendly unit is in this state, be careful not to get hit, and if an enemy



Street/Village

Occurs when

attacking with panic-effect weapons

picture reprint

At the start of its own turn, it recovers at a rate of 50% in the first turn, 75% in

Street, 瞧

Attack with a weapon or skill that has a stun effect.

Same as "Panic". All actions

becomes impossible

Resurrection and Eio painting reprint

Same as "Panitukku", which is an attack with a weapon or skill that has a teller effect

-square anomaly

Unlike status anomalies, these are anomalies set in the sq. that affect a unit when it enters the sq. The three types are listed on the right, and they are mainly caused by the use of items. Some of them may be present on the map as traps from the beginning, so be sure to check them carefully.



Terrain effect is increased by 30% for ▲ visual attacks

Terrain effect is increased by 30% for guided weapons



Only ▲ mines damage the HP of leg parts.

■Lock on

If an enemy unit has a radar vehicle (or combat vehicle with a radar function), it will enter a state called "lock-on" if caught by the radar. There are two types of lock-on: near-S and far-3 lock-on, each of which significantly reduces the evasion rate of locked-on units. Although they will recover in their own turn, it is better to destroy the radar vehicle at an early stage



▲ Radar vehicles with "lock-on" capability. Some combat vehicles also have this capability.



Short range lock-on

When a round target appears, you are locked on at close range. The evasion rate against close-range attacks is greatly



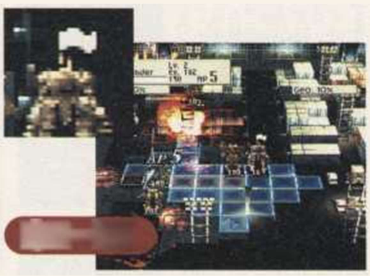
long distance lock-on

The square target is on a long-range lock. It is hard to be shot at in this situation. It is best to hit the radar car as

repetition mark in katakana

-Surrender and surrender

Surrender and surrender occur when an enemy unit's HP is severely depleted or when an enemy unit is within the effect range of a friendly unit's owner skill "Surrender Advisory. Surrendered units do not participate in combat, but may rejoin the enemy force when their HP is restored. Surrendered units are removed from the map at that point and do not return. If the enemy unit is a WAP, it may seize



The area of effect of the ▲ owner skill is 8 sq. meters around the unit. Surrender or surrender may occur if the enemy is within range of

Sui Dynasty recommendations O...ner

X destroy the enemy and unshake the enemy's mouth

▲ Owner skills are also equipped and used once acquired. It is difficult to find a balance with

What are the key points of the setup of the

Setup to WAP

WAP Setup

For



body

■Note the HP and output

The body is a part directly related to the destruction of a unit. The performance of the body, such as HP and power output, has a great influence on the combat capability of the WAP. Select a body by carefully examining its comparative performance values.



Naturally, the higher the HP of the body, which is the life of the ▲ unit, the better.



▲Special with built-in weapons Bodies also exist.

L/R Arm

-Assuming equipped weapons

The normal arm parts can be used to change weapons by means of a single manipulator. Some of them are dedicated fighting *arms with a* built-in punch mechanism, *and others are* special barrel-type arms with various heavy weapons. Basically, only the normal type can be equipped with weapons, so use the normal arm for a variety of weapons until you are comfortable with it.



Normanore.

Using actuators, the fingers can be moved in the same way as a human allowing the user to switch between various weapons.



dedicated to fighting

The punching mechanism built into the arm is reinforced, allowing the fighter to fight without rods or other equipment. It is fist-shaped, so it cannot hold weapons.



Built-in heavy weapc

It is more like a jointed weapon than an arm. Naturally, there is no need to equip them with weapons.

leg (e.g. footwear)

■ Choose between HP and D F

The leg parts do not have mobility. This is because the moving power is converted by the engine power and equipment weight. Legs are like ''wheels'' that allow WAP to move more smoothly. To protect mobility, endurance is necessary.



Mobility is also affected by factors such as terrain and AP, in addition to WAP performance.



If the parts are durable, there is less risk of losing mobility

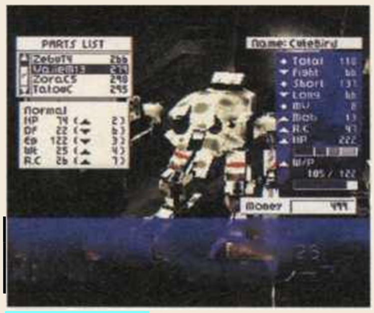
Relationship between total power and total weight

-Body output and backpack

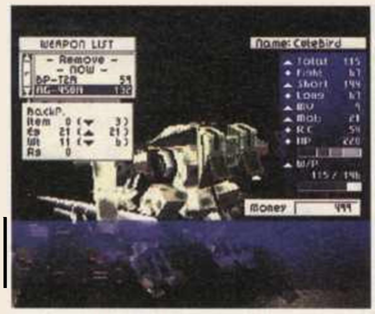
The output of the engine built into the body is the basis for calculating the WAP's mobility and speed. The higher the output, the faster the WAP can move. In addition the backpacks in the "WAP_! Some of the backpacks in the "W e a p p0 n_!" can serve as auxiliary engines. When equipped, the engine power of the backpack is added to the power output of the body. Even if the weight is subtracted, the backpacks provide a sufficient power increase. The more power you have, the better you can fight.

-Parts weight and total weight

In addition to the body, arms, legs, and other parts, weapons, items, and other equipment all have a "weight" assigned to them. The total weight of the parts equipped on a WAP by set-up is the gross weight. The greater the gross weight, the lower the mobility of the WAP. However, sturdy parts and weapons with high destructive power are generally heavier. Consider the balance between mobility and weight by eliminating unnecessary equipment.

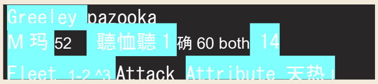


The HP of a body greatly affects its fighting ability, while its output greatly affects



If the power output of the body is not enough, a backpack with an engine can be installed.

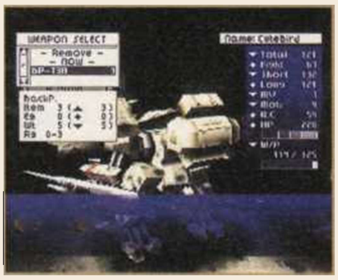




Parts with high HP and weapons with high attack power are much heavier. If the total weight is too

Role of the backpack

There are two types of backpacks, each with different uses. The first is one that allows the user to equip items. If you do not equip it with an item, you cannot use it in battle. The second is to increase engine output. The backpack with an auxiliary engine can increase the maneuverability of the WAP.



If you want to equip a heavy long-range weapon on both shoulders, you need to

/Weight in excess of total output cannot be installed.



-Setup within weight limit

W/P" is displayed at the bottom of the status. This is the total weight/output, which varies depending on the parts and weapons equipped.

Total power is also the upper limit of the load weight on the engine. If the engine is equipped with more weight than it can handle, the WAP will not be able to move. The game will alert you if you are overweight. Select the body parts first to determine the P-value.

LELOT SETUP

Check pilot status

To check the status of the pilot on the event screen, perform a "Pilot Setup". At this time, the Setup screen will display the status details.

-Equipped with skills

Skills acquired in battle are not effective unless equipped on the pilot. Select a skill from the stock on the Setup screen and equip it.



Pilot Setup Screen

Weapon System and Selection No.

hand-to-hand weapon

Fighting weapons are equipped to increase the power of punching attacks with the arm. Fighting weapons come in two forms: rods and knuckles, with rods being swung down instead of punched. The hit rate and attack power of the fighting weapon are a number that is added to the hit rate and attack power of the arm's punch attack.

melee weapon

The most common type of weapon is the near-six-weapon, which can be classified into two categories: those that fire a single round at a time and those that fire multiple rounds at once. They are the mainstay of the melee fighter's arsenal, as they can basically take the initiative against fighting weapons.

■Machine guns/rifles/shotguns

Machine guns and shotguns fire multiple rounds in a single shot; each shot has a low attack power but can damage enemy parts evenly. Rifles fire only one shot at a time, but have a higher attack power and can do more damage to a single part.

-Flamethrower

This is the only weapon among the near-S giant detachable weapons that has a fire-heat attack attribute. It is similar to a shotgun in character, and is capable of inflicting several rounds of damage in succession. It is most effective when the enemy has the anti-shock and anti-penetration defenses. It is a little low hit rate, which is a drawback.

-Cannon/Bazooka











Rifle rifle

Grentze



F.T/AT	1X41	Rg.	1
Hit	80	Bt	9
Wt	10		

Flame flamethrower

Hots Tripper 30



F.T/AT	4X15	Rg.	1
Hit	73	Bt	9
Wt	10		

BZ bazooka

M405A



I

I

Wt 13

Shoulder mounted melee weapons

Most of the shoulder weapons are for long-range attacks, but there are two lines of weapons: machine guns and cannons. The shoulder weapons are mostly for long-distance attacks, but there are

MG machine

Puse M14



Can cannon

Blaster 86mm



long-range weapon

All Far B giant detachment weapons are shoulder-mounted. They are divided into two types: ground and air, so it is necessary to use them differently depending on the nature of the enemy force They inflict damage indiscriminately on units within their area of effect. It is a very versatile weapon.

GL





1 -ip	rocket	SAM	anti-aircraft missile [yu]	AROK







F.T/AT	5X12
Hit	67
Wt	14
Rg.	2-4
Bt	2

seinoredo

Shields are worn on the shoulder like weapons. If equipped with a shield, a defensive action can be taken in battle. If the shield has a defensive attribute that matches the enemy's attack attribute, it will almost certainly block the attack. It is a good item to have equipped.



artefact	-'-ta Item Content
F.T/AT-	Number of bullets
Hit	accuracy rate
Wt	weight
Rg.	range (e.g. of a
Bt	-Number of possible attacks
defensive	defensive crisis
Size	range of defense
ad	earned run average

-Selecting a Weapon

What kind of weapons to equip? The most effective way to do this is to consider the capabilities of the pilot. However, be careful not to have the equipment in your unit too close to each other. The best way to set up a balanced attack is to use both near and far S-Gyro and S-Gyro weapons.





It is not enough to carry a weapon. Be careful of the

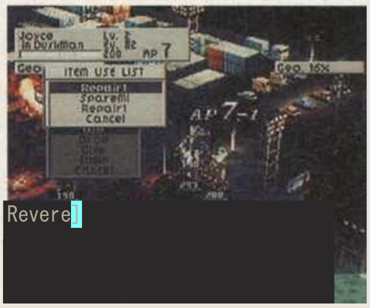
[Item Type and Equipment /

-Equipped with a backpack

All items are used with backpacks. Note that units without backpacks cannot use items on their own. To use an item, it costs 4 AP. If there is an adjacent friendly unit, it may also use an item on that unit. Since there are no other means of recovery or resupply, be sure to include units equipped with items in your launch team.



The number of items that can be equipped differs depending on the backpack. If it is going to be a



▲ When in combat, spend 4 AP to use an item. Can also be used on adjacent friendly units.

-Type of item

There are three main types of items. They are classified into three main categories: ammunition magazine items for replenishing ammunition, recovery items for repairing damaged parts, and special

[redacted]	Rough description of the item
[redacted]	[Repair 1, Reverse, and other recovery items.
[redacted]	

COM equipment and mode change]

■COM Change

COMs have a role in combat that enhances the attack capability of the WAP! Each COM has a fighting, near 2 giant detachment, and far S giant detachment status, so choose the one most suited to your unit's attack style. All WAPs start out equipped with COMs.



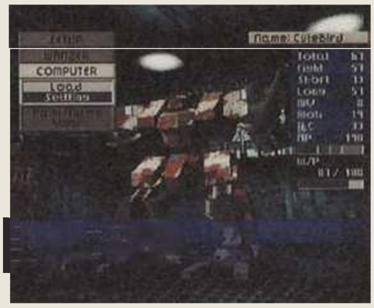
The WAP is equipped with a COM from the beginning.



The COMs have a fighting, short-range, and long-range status, and can be selected for fighting

■ Switching modes

COMs have two to four modes, each with a different type of status indicator. This means that a single COM can cover many different styles of attack patterns. All modes are leveled up by clocking up, so the same COM can be used for equipment changes.



To switch the mode, use "setting" in the "Setup of rcoM" section of the setup screen.



Each mode has different status settings, so a single unit can handle any type of attack.

Example: Veriol

Mode 1

BallioU	
Fisht I	£P
Short 1	1 P
Lons 1	thr
Skill 1	OP
Total half-pipe (i.e. in	

Mode 2

BallioU	
FiSht I	thr
Short I	1P
Lons I	two
Skill I	OP
Total half-pipe (i.e. in	

Mode 3

BallioU	
Fisht 1	1 P
Short 1	thr
Lons 1	tw
Skill I	OP
Total bp	

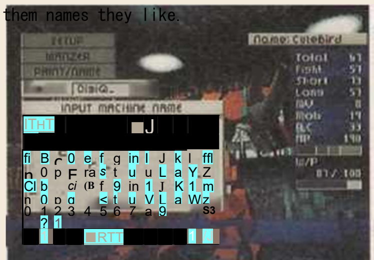
Mode 4

BallioU	
Fisht I	IP
Short 1	1P
Lons 1	tw
Skill 1	tw
Total bp	

(Aircraft name – change of aircraft color)

-Change of aircraft name

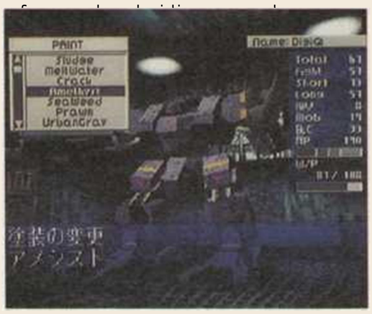
In the setup screen, above the status display, each pilot's aircraft name (nickname) is displayed. For example, Ash is "Bounder," Thomas is "AceJoker," Koumia is "CuteBi rd," Griff is "K asumij," etc. Each pilot has a unique name Players are free to change the names of these WAPs, so it's a good idea to give them names they like.


[Please give us the name of the new machine]

Only alphabetic characters can be used for input, but it is better for the atmosphere. Let's think of a cool name.

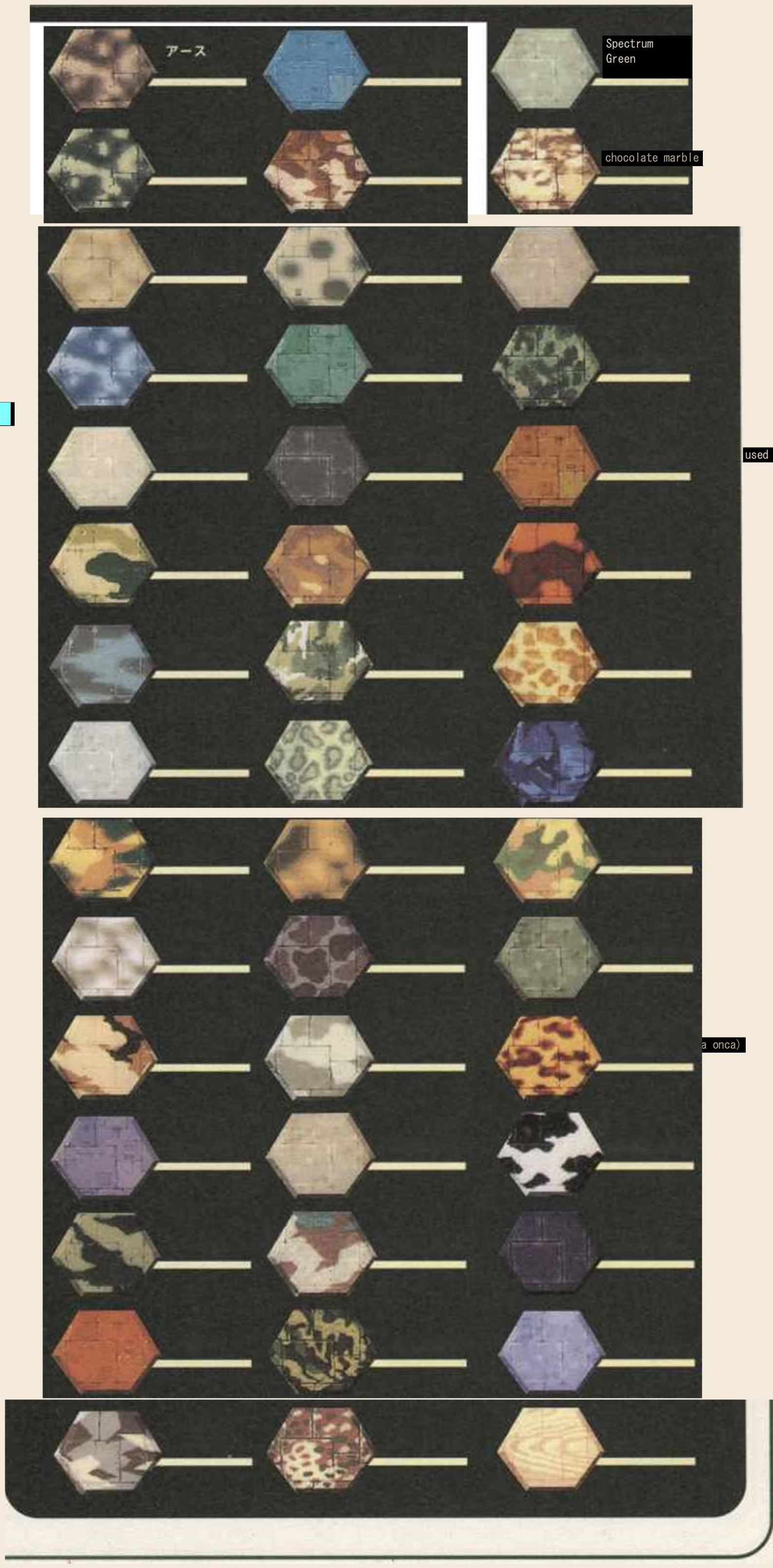
-Change of aircraft color

As with the aircraft name, the color of the aircraft can also be changed. In the case of the fuselage color, the user selects his/her favorite color from a list of colors prepared in advance. A list of typical colors is shown on the right for


Choose your favorite one from a lot of colors. There are many, as shown in the list on the right.


Of course, in battle and in the arena, WAP will fight with the changed coloring.

Fuselage Color List



The main points of the story progression and what to do in the city and at the base

Event stage

Actions on the event screen

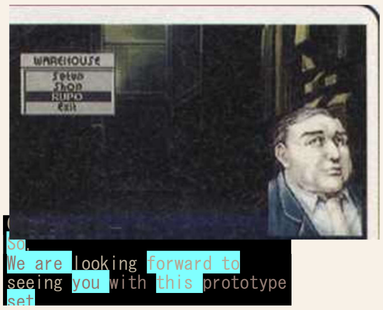
Movement & Conversation

-Select destination and conversation partner

In towns and at bases, the upper left corner of the screen shows the destination and the names of the people with whom you can talk. By selecting and executing these commands, various events may occur and important information may be obtained. By understanding the content of the conversation, you can determine where to go next, what to do next, and what to do in the next battle. You may also meet characters who will join your group. Some events are not directly related to the storyline.



Select a destination and a conversation partner, and proceed through the sleigh. Be careful not to let the conversation drift away.



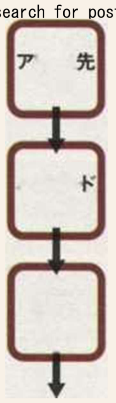
There are also events that do not seem to be directly related to the I-Levels. However, it would be tasteless to ignore them.

Connecting to a Network

-Connection Procedure

The following steps are used to connect to a network that can retrieve a variety of information.

Basic information, such as passwords, is stocked. The user can then select the desired information. You can easily search for post-coup news and character biographies.

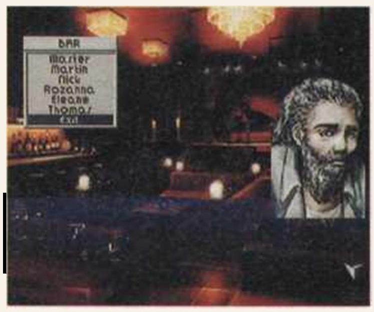




The passwords in the ▲ list can be used to obtain a variety of information, so please make use of them as much as possible.

Obtaining the No. Vassar Ward.

Passwords may be given during conversation events. Passwords for sensitive information, such as military secrets, do not appear on the list and must be entered manually.



A mysterious man whom Lisa and Sayuri encounter at a bar in the town of Doukandi. He leaves his password and disappears.



Passwords that do not appear in the ▲ list
Do access by manual entry.

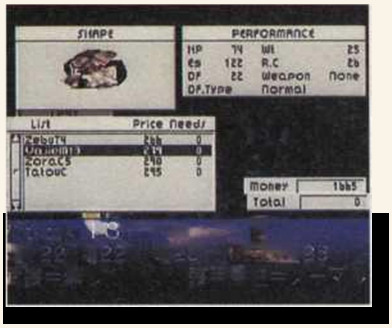


Once the password is obtained, important information can be retrieved.

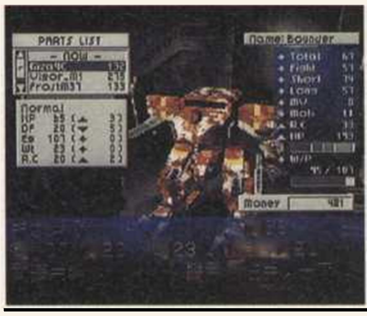
Store for sale]

Buy - Setup

The "Setup Purchase" is a convenient way to purchase WAP parts and weapons. The user can compare the performance of the parts they want to purchase with the parts they currently have and make their selections, and once purchased, they are already set up. Since you can check the performance of each unit as you make your purchase, you are less likely to make the mistake of buying too many extra parts or



You can also buy individual parts and weapons.
You can also buy parts and weapons individually.



In the setup process, you can compare the performance of the parts with the current equipment. No need to make unnecessary purchases.

Buy Full Set

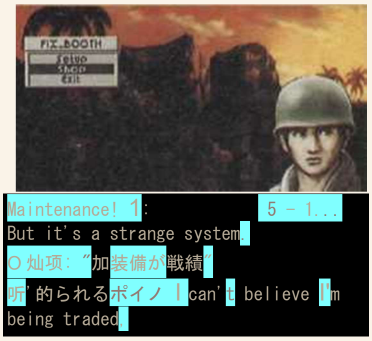
Setup! The "Full Setup" in Hwangiri is a set of WAP airframe and weapons composed of the same type of parts. Many of them are not sold separately.



The models that are not sold as individual parts can be purchased as a set.

The OCU Military "Voint System"

The OCU military has a system whereby individual soldiers' battle records are converted into points and these points are exchanged for replacement parts, weapons, and other supplies that are depleted in battle. Soldiers who participate in actual battles have their battle results recorded as points in the "Clip Car KJ. Points can also be exchanged for cash, which can be used for personal purchases. However, the card cannot be used outside the base.



The equipment is replenished with points from the results of the war. Lisa calls this system "the OCU's peacemaking system.

-Sale of unwanted no-needed parts

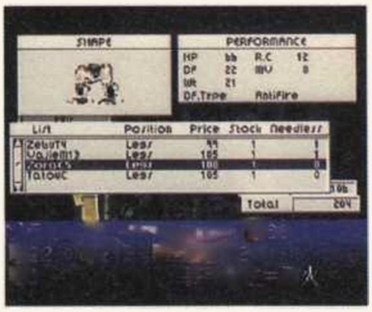
Weapons and parts that are no longer needed due to the purchase of more advanced parts and weapons can be bought at the shop. You can use the money to buy more parts, so sell what you no longer need. All stores will take back any parts or weapons.

-Purchase and equip items

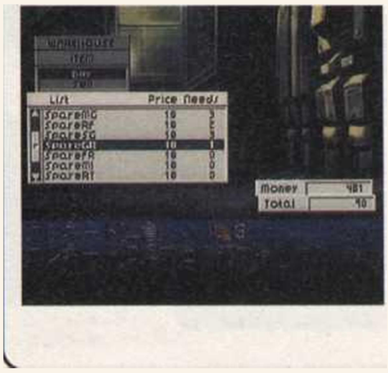
Items can be purchased at the set-up yellow box, but if you want to buy them as stock, it is better to buy them in bulk using the regular purchase method. Items can be equipped to each unit after purchase, even if they are not purchased as part of a set-up. Of course, you can also equip them again as a set-up.

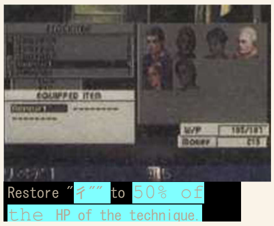


In setup purchases, items can only be purchased for the amount of equipment available.



You can sell parts and weapons in bulk for as much money as you want to sell. Use the money to further improve your equipment.





The item may be purchased and subsequently equipped on a unit.

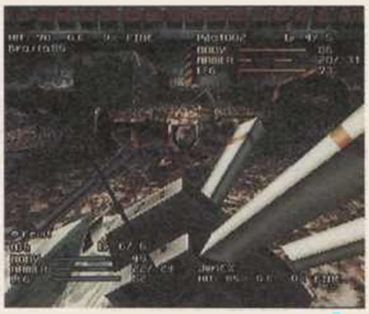
Fighting in the arena

one-to-one match

In a one-on-one solo battle, the participating pilot and his or her opponent are selected. If the match is not decided after five attacks, the player again selects five weapons to be used, and the process is repeated until the match is



After selecting the participating pilots and their opponents, the participants select the weapons to



Combat is basically the same as normal combat. Combat continues until one of the two arms is

(Participating pilot selection)

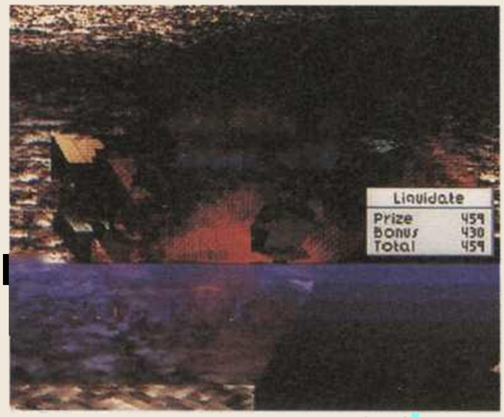
Selecting an Opponent



Be sure to set up before the match. Equip your pilots with

Selecting the Weapon of Choice

Commencement of combat

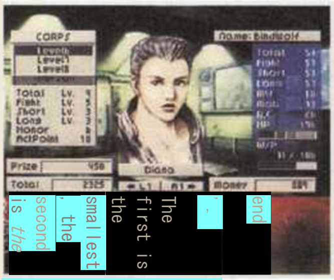


Winning a game earns you prize money and prizes (items). ▲Wins and losses are recorded and displayed in the rankings. Will you ever be

quarter-length match

Teams of up to five players fight against each other. First, decide the number of participants and select a pilot. Once you have chosen your team, the battle begins. In team battles, you move your WAPs and attack the enemy, just as you would in a

Select the number of participants



The best way to do this is to carefully examine the character of your opponent's

Participating Pilot Selection



The team competition will be just like a real game – or rather, just like a real game, with WAP

Selecting a team to play against



Winning also brings cash and prizes. It is a good way to

Commencement of combat



▲Unlike solofighting, the can participate in the war

Chapter: 04

Map Conquest

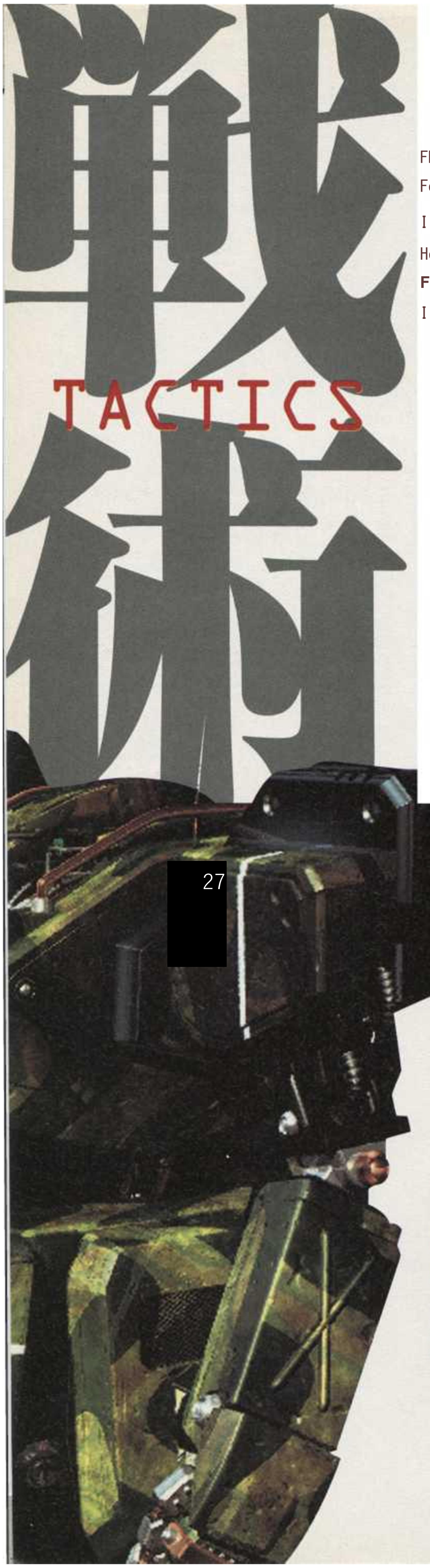
It's easy to see the whole picture, so it's easy to formulate a strategy!

Four special maps created independently are included.

In addition, he began tactical analysis to gain an advantage in battle,

Teaches how to set up for each mission.

I'll give you a lecture on how to fight the early battles,



FM2J" with its complex maps and systems.
For smoother play,
I want them to learn solid basic tactics.
Here you should especially know
Five basic tactics will be picked up and explained.
I hope you will bring solid knowledge and strong conviction to the fight.

TACTICS

blow

&

Since AP is a number that is involved in all aspects of combat, including attack and ne-percentage, it can be used to put the enemy in a tight spot. So, let's first consider the basic warfare strategy using AP.

The most important aspect of the AP system is the inability to evade when the AP is set to 0. Normally, the evasive maneuver that is automatically performed even when counterattacking cannot be taken at all. Also, an AP of "0" means that the player cannot move in multiple ways, and can only attack in combat.

To get the enemy's AP to 0, you must first attack him continuously. If the enemy has 4 AP remaining, it only takes two attacks to render the enemy unable to evade. Furthermore, by surrounding the enemy closely, AP recovery is limited, and if you surround the enemy in four directions, you can take 8 AP from the maximum recovery value even if it is the enemy's turn. Conversely, if the AP of your own units is insecure, you can offset the enemy's recovery limitations by placing allies around them.

The basic tactical strategy is to avoid spreading out units too far. And especially against strong opponents, such as large mobile units, the tactic of reducing AP with a well-placed attack and then encircling them to completely contain their movements will work.



The enemy's AP will decrease due to continuous attacks, and being surrounded will make it impossible for the enemy to recover and take any action, even on his own turn. This tactic of continuous attack and complete encirclement is effective against large mobile weapons that boast powerful offensive capabilities.



TACTICS

2 How to deal with attack helicopters

The attack helicopters that flit about the battlefield and launch attacks are truly troublesome units. Not only are they much more mobile, but they can only be attacked by weapons capable of aerial attacks.

If you train your pilots to specialize in combat, it will be a good idea to have them be attack helicopter pilots.

It is a bait. Make sure to equip them with a machine gun or other feeding device on their shoulder or in one hand.

The following is a summary of the presence of attack helicopters on the eight battle maps from the start. When entering these missions, be sure to equip at least one weapon capable of anti-air attack.

MISSION 1



small needlepoint design

On the map just after the start, two **AAH4<5n** li to attack. Ash, Aimia, and Griff's machine gun **X 2** are effective means of attack.

MISSION L

I single point (e.g. lesson, advice)

JKar **AAH45b** to the unidentified attack that appears here ㄨ

リ is not the enemy the way they fight.

u The fear of attack helicopters once again when looking at I am reminded of *rjt shii.*

MISSION 4



OSH20q
X1



AAH45C
X2

small needlepoint design

The first encounter with Ven, the head of the coup d'etat forces. Three attack helicopters are on their way to shoot down three sling helicopters of the OCU, which is a condition for clearing the area. Tomas and the other three try to hold them off while Ash and the others rush to the sling helicopters. It is safer to drop the sling helicopters because they will fall if they want to.

MISSION 7



small needlepoint design

OCU's Dignitary Rescue Mission. Attack helicopters

A AU^E$_n$ is three aircraft, targeting friendly transport helicopters.

I'm going to do it. We have to drop them as soon as possible.

X3

The more you have, the more difficult it will be to clear.

MISSION fl



small needlepoint design

Two attack helicopters. But here A **AU/IRd** is more afraid of its first large mobile weapon than it is of a helicopter. **AU/IRd is more afraid of the first large maneuver weapon than** helicopters. AU/IRd is more afraid of the first large mobile weapon than helicopters.

MISSION 5



AHH45a35
X4





OCH40
X1



ACH90 One Point

X O POW robbery operation of Lisa and Sayuri.

The enemy has only nine helicopters (including one transport helicopter). The eight attack helicopters are divided into close-range and long-range attack types. Short-range attack helicopters can be attacked with anti-aircraft missiles, while

Advantages and Disadvantages of Fighting

TACTICS

3

The biggest disadvantage of fighting weapons is that the initiative is taken by the near 5 giant detachment weapons. It is not a good idea to attack a close 3 giant detachment weapon unless you have acquired the first strike skill.

Fighting weapons have the advantages of always hitting the body or arm, disabling terrain effects on both sides, and making it impossible to use shields. 0 – Since the attack power is high and the arm can be destroyed with a single blow, it should be used effectively as an offensive tool immediately after the start of battle when there is HP to spare.

The true power of fighting weapons is demonstrated when they are used against vehicles. The 2 HP gauge is also a key point.



In a ▲ fighting match, there is a high probability that an attack will hit the body.



Bring your fighting weapons against vehicles. They are extremely destructive and will bury you.

TACTICS 4

Relationship between output, mobility, and equipped weapons

It is the relationship between total power and total weight not the leg parts, that determines mobility. This is an issue that affects the mobility of the WAP itself and is an important factor in determining its mobility and speed.

WAPs cannot be equipped with more weight than the total output value. This is because they will be unable to move due to the weight. On the other hand, if the weight is light

The lighter the engine, the lower the load on the engine and the more agile it can be.

For mobility, harm and lightweight fighting weapons are best.] and lightweight fighting weapons are best. For near and far away, it is best to use the minimum amount of equipment necessary. A backpack that increases engine power can also be used to cover heavier equipment.



During setup, check the weight change displayed on the right side of the screen. The amount of equipment should be moderate or you will lose mobility!



5 Unusual use of backpacks

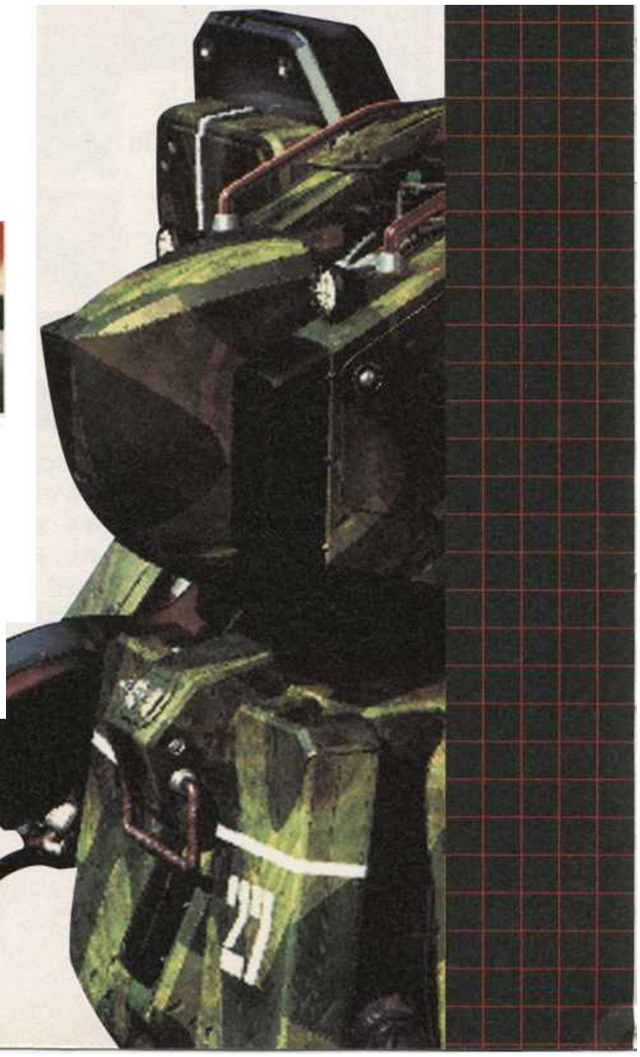
Here are some interesting uses for backpacks. Basically, backpacks exist to hold bullet spares and items to restore parts. This was the same concept in the previous "Front Mission". In FM2, however, backpacks can also hold weapons, shields, and other weapons and armor. The use of this concept is that, for example, if you want to create a combat-oriented vauntser without weapons in both hands, you can now include weapons and protective gear, such as shields.



▲ Unexpected attacks by flying units can also be avoided by changing equipment.



It is also a good idea to include a shield with different attributes than the one you are currently equipped with.



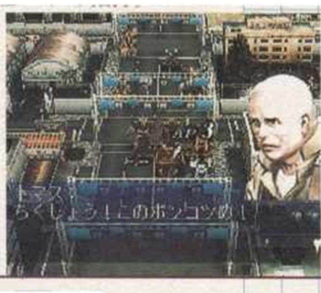
攻

CONQUEST

略

Front Mission 2" consists of a total of **31** stages.
Here, we will thoroughly explore **4 of these** stages using a map! The map is an easy-to-see map that we have created ourselves, so you can explore your own route.

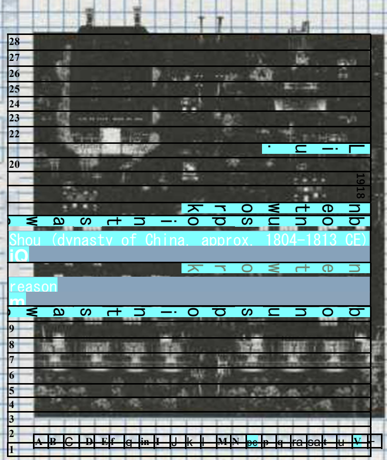
Also included is a digest of information on the arena, facilities, and towns that appear in Missions **5 through 8.**



How to view the strategy page

MAIN STAGE

42sqX36sq



The map on the right is shown on the strategy page. The 42 sq. x 36 sq map in the upper right corner is the actual size of the map.
The number on the edge of the map The letters of the alphabet and the letters of the Chinese alphabet represent the locations that appear in the strategy names.

PLAYER DATA

Basically, there is no need to change equipment except for the Pravar M2 on the left

Wanzer Zenith **V**

Ash Fanook.		L.Hand	Jewry EX
Total	Lv.2	R.Hand	M405A
Fight	Lv.1	L.Shoul	Unequippe
Short	Lv.3	R.Shoul	SP86-N
Long	Lv.2	Backpac	Unequippe

This is a list of K
This is a list of the initial equipment that Wanzer has been equipped with since the beginning of his career. Basically, except for CTV La erase 1, Wanzer will use this initial equipment in battle. Except for CTV run 1, the fighters will be fighting with this initial equipment. For more information on

This represents the initial *level of the* character. From the top, it represents total strength, strength in close combat, strength in close^distance combat, and strength in long^distance combat. This level cloth is Decide how to raise your player character for reference| You can enjoy the game without wasting time.]

MISSION 1

Rimian Garrison Base

Wave of rebellion hits Ashe and her friends

The onslaught of the coup d'etat forces that attacked Ash and his friends - ... the fleeting peace was over.



Setup is short range oriented

In the early stages of the war, when the enemy is still ill-equipped, they do not have ''effective means of attack'' to match the type of enemy. The only long distance S-attack weapon that plays a part in the tactical strategy is the Pravar M2, which has the major disadvantage of not being able to replenish its arsenal of bullets. Therefore, we recommend the following

The best thing to do is to equip Ash and Joyce with weapons that are exclusively used in the near-field. Basically, the close-range weapon is a highly flexible weapon that can be used against any opponent. Especially in this mission with two helicopters, you can expect to see a lot of use from the JUARY EX (machine gun) (see "TACTICS 2" on p. 73). As for the joystick, it is a weapon that can be used in a variety of ways, including as a weapon of mass destruction.

The computer on the Vantur, as well as the instruments, are set up for near-five giant separation (Mode 3).

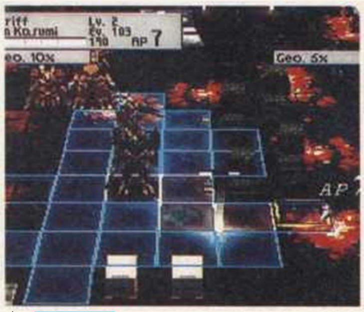
For Aimia, the set-up emphasizes close combat. This is because AIMIA's basic ability value is more suitable for close combat than that of ASH and JOIS. Also, as is true for all close combat, they are highly effective against ground units such as tanks and transports (see "TACTICS 3J" on p. 73). A transport with Wanzers (VT500) should be taken out with Aimir.

Don't let the VT500 get away! Don't let the VT500 get away!

The key point here is to get to the "11-LJ" area of the map as soon as possible and cut off VT500's escape route. The point here is to get to the "11-LJ" area of the map as soon as possible to cut off the VT500's escape route.

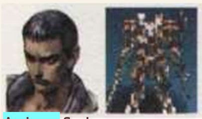
The reason for this is that it is a good way to avoid losing the game (experience). If you miss out on the experience, you are sure to have a hard time in later battles. Moreover, the VT500 is not equipped with any weapons, so there is no need to worry about taking damage. First, destroy the enemy near 14-G, and place the Ajihata Wanzers near 11-LJ. The Vantzers will create a wall to block the way, and then they will place a VT500 at the base of the wall.

Let's not let them escape off the land.



▲ VT 50000 runs away toward the main gate. If you build a wall between the main gate and VT 50000 with a van tour, you can prevent them from retreating.

PLAYER DATA



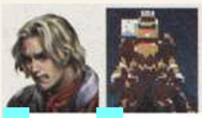
Ash=:falq.

Total	Lv.2
Fight	Lv.1
Short	Lv.3
Long	Lv.2

There is basically no need to change the equipment, except for the Pravar M2 on the left shoulder. Note that the bazooka on the right arm can fire only two shots.

Van Tour Zenith V

L. Hand	Jewelry EX
R. Hand	M405A
L.	Unequipped
R.	SP86-N
BackPack	Unequipped



为イス =&

Total	___ Lv.
Fight	Lv.
Short	Lv.2
Long	Lv.3

Equipping the SP06-N because the left shoulder is free will lower its power. If you want to emphasize mobility, avoid heavy equipment.

Van Tour Giza 4C

L. Hand	Oden M2
R. Hand	hard brow
L.	- Not equipped
R.	Pravar M2
BackPac	BT-T3A



Koumia-MacCallum.

Tota	1Lv.2
Fight	Lv.2
Short	Lv.3
Long	Lv.

For those who are good at fighting (close combat), it is recommended that they remove their left arm glenze and

Wanzer Zenith V

L. Hand	Grentz
R. Hand	Jewelry EX
L.	SP06-N
R.	SP06-N
BackPack	Unequipped



Griff Barnum

Total	Lv.2
Fight	Lv.2
Short	Lv.3
Long	Lv.1

Griff will be out of the line of fire from Mission 2 onward, so there is no need to raise him by any means.

Van Tour Zenith V

L. Hand	Grentz
R. Hand	hard rod
L.	SP06-N
R.	SP06-N
BackPack	Unequipped

MISSION 2

Near Lamanston garrison base

Chiyotsu and his encounter with **three** strange people



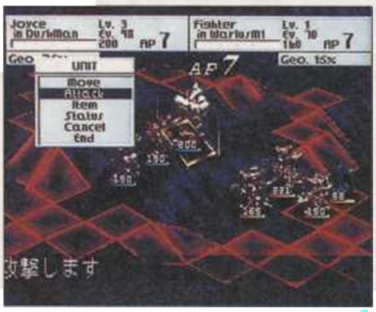
More equipment does not always equal more strength.

Before starting mission 2, Wanzer can be set up in the Patari Forest In addition, there are spare bullets in the item stock, which were not present in Mission 1. Normally, you would want to equip the backpack and fill it with bullets right away, but here, the character's level has increased.

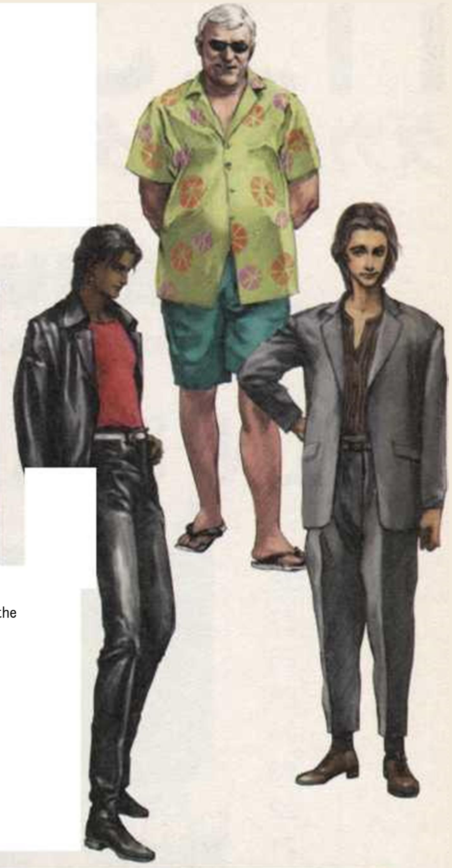
We recommend that you do not equip your backpack until you are ready to go to the next level. This is because backpacks and Equipped with bullets, the mobility is 1 The reason is that there is a risk of a decline in the number of workers. Even at this stage, when mobility is low, a reduction of 1 sq. meter could lead to a considerable reduction in strength.



Those backpa... reduced.



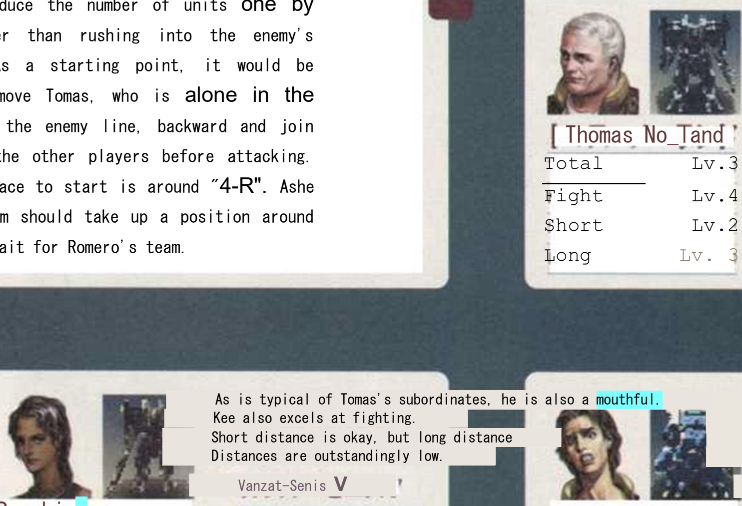
Do not just continue to wait and see what happens. When you get a chance, you must immediately go on the offensive.



kanji "kanji"

Don't rush in, hold still.

The enemy has an overwhelming advantage, with 10 enemy units compared to 6 allied units. The only way to break out of this situation is to steadily reduce the number of units one by one, rather than rushing into the enemy's position. As a starting point, it would be better to move Tomas, who is alone in the middle of the enemy line, backward and join Rocky and the other players before attacking. The best place to start is around "4-R". Ashe and his team should take up a position around rw-Qj and wait for Romero's team.



Aircraft that excels in close
Machine guns, SP06-N on both shoulders
equipped with a Basically, the rating
to be lazy to get into a fight.

Wanzer Zenith V

[Thomas No_Tand]

Total	Lv.3
Fight	Lv.4
Short	Lv.2
Long	Lv. 3

L.Hand	Jewry EX
R.Hand	hard rod
LShould	SP86-N
R.Shoul	SP86-N
BackPac	Unequipped

As is typical of Tomas's subordinates, he is also a mouthful.
Kee also excels at fighting.
Short distance is okay, but long distance
Distances are outstandingly low.

Vanzat-Senis V

Rocchi =

Total	Lv.2
Fight	Lv.
Short	Lv.
Long	Lv.

L.Hand	JULY EX
R.Hand	hard rod
L.Shoul	SP86-|
R.Shoul	SP86-|
BackPac	Unequipped

Same aircraft as Joyce, long range.
They are good at attacking.
The ability to do anything
Is it best to use it exclusively for distance races?

Wanzer Giza 4C

Roswell-Tarana.

Total	Lv.2
Fight	Lv.1
Short	Lv.1
Long	Lv.4

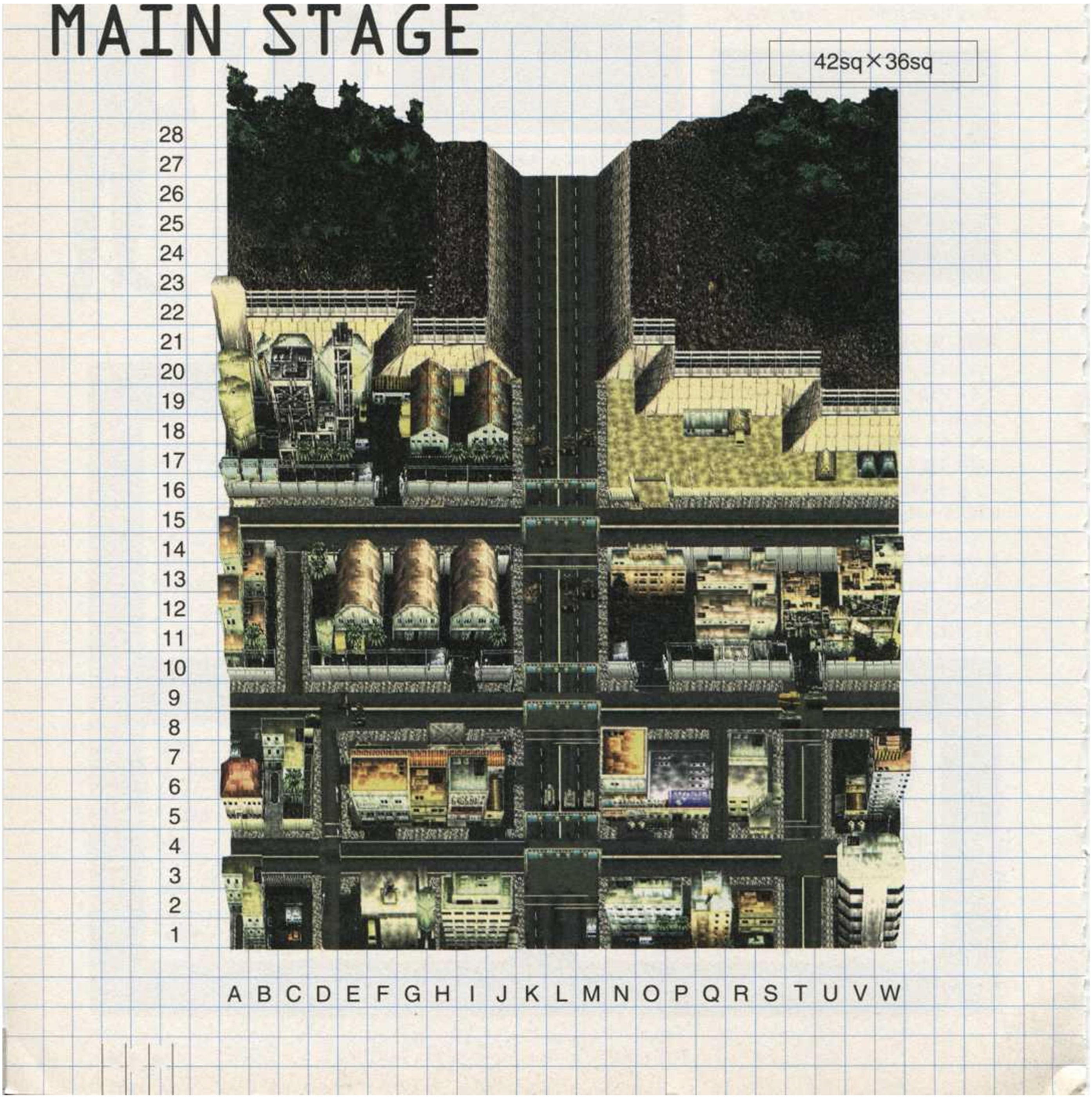
L.Hand	hard brow
R.Hand	hard brow
L.Shoulder	Pravar
R.Shoul	lazy horn
BackPac	BT-T3A

MISSION 3

Daka Downtown

Arms Transport Truck Escort

Through Tomas' introduction, Ash and his friends get acquainted with arms dealer



Secure transportation truck routes.

The first step is to ask Salibaş's men, the aces, to escort the truck (see the boxed article at the lower right for details on how to do this) This is a prerequisite for completing this mission.

The number of enemies in Mission 3 is 9 Wanzers 1 support pod, and 8 combat vehicles, for a total of 18 enemies, divided into 5 main groups. First, you will want to attack the tank unit near "9-TJ," which is closest to the transport truck, but there is basically no need to divide your forces to defeat this unit. In any case, priority should be given to the destruction of the tank units waiting near "5-L". The main battlefield in the early stages of the war will be the main avenue from "5-LJ" to "8-L. If you place your main forces in this area, the enemy will naturally gather in this area. The main point of this mission is to reduce the number of approaching enemy aircraft one by one.

The next important area is the narrow alley between "5-D" and "7-D". The transport trucks will pass through this road on their way to the warehouse at Salibaş, but a battle with enemy troops near "8-D" is absolutely unavoidable. When the trucks approach the "4-LJ" area, two Wanzers from the main force are sent to escort the trucks to the "5-D" area. The point of this narrow alleyway is to wall off the trucks with these two Wanzers and the Aces to keep them from moving forward. If there is an empty VanTour in the main force, it can head toward 7-KJ from the arcade entrance near "7-E" to create a pincer with the Aces.

Finally, at ......, when the transport trucks reach the warehouse safely, the Aroldis air force will start bombing. If the trucks are hit by this bombing, Wanzer will be destroyed almost instantly, but the location of the bombing will be indicated beforehand, so there is nothing to worry about.



The driver of the ▲ transport truck is quite good However, if his partner is a Wanzer, he will be



As the captain of the Sari Bash facility escort team, his abilities are quite impressive Especially in close-range

Zenith V

ace			
		L.Hand	Jewry EX
Total	Lv.3	R.Hand	Grentz
Fight	Lv.3	L.Shoul	Unequipped
Short	Lv.4	R.Shoul	SP06-N
Long	Lv.2	BackPac	BT-T3A



Compared to aces, they have considerably lower ability values. It is particularly weak in close combat. However, his level of fighting at close range is quite good.

Ace's men1			
		L.Hand	Jewelry EX
Total	Lv.2	R.Hand	Oden M90
Fight	Lv.1	L.Shoul	Unequipped
Short	Lv.3	R.Shoul	SP06-N
Long	Lv.2	BackPac	BT-T3A

A character who excels at close-range combat. Incidentally, the backpacks of

Wanzer Giza 4C

Ace's men 2			
		L.Hand	Jewry EX
Total	Lv.2	R.Hand	Oden M90
Fight	Lv.1	L.Shoul	Unequipped
Short	Lv.3	R.Should	SP06-N
Long	Lv.2	BackPac	BT-T3A

NEW CHARACTER

Training Aces in the Hall of Salibash



In the house of Salibash, the aces and six other subordinates can be trained in the underground training hall. The training method is a mock battle in the form of actual combat. After about four rounds of this simulation, they will be able to escort trucks.

MISSION 4

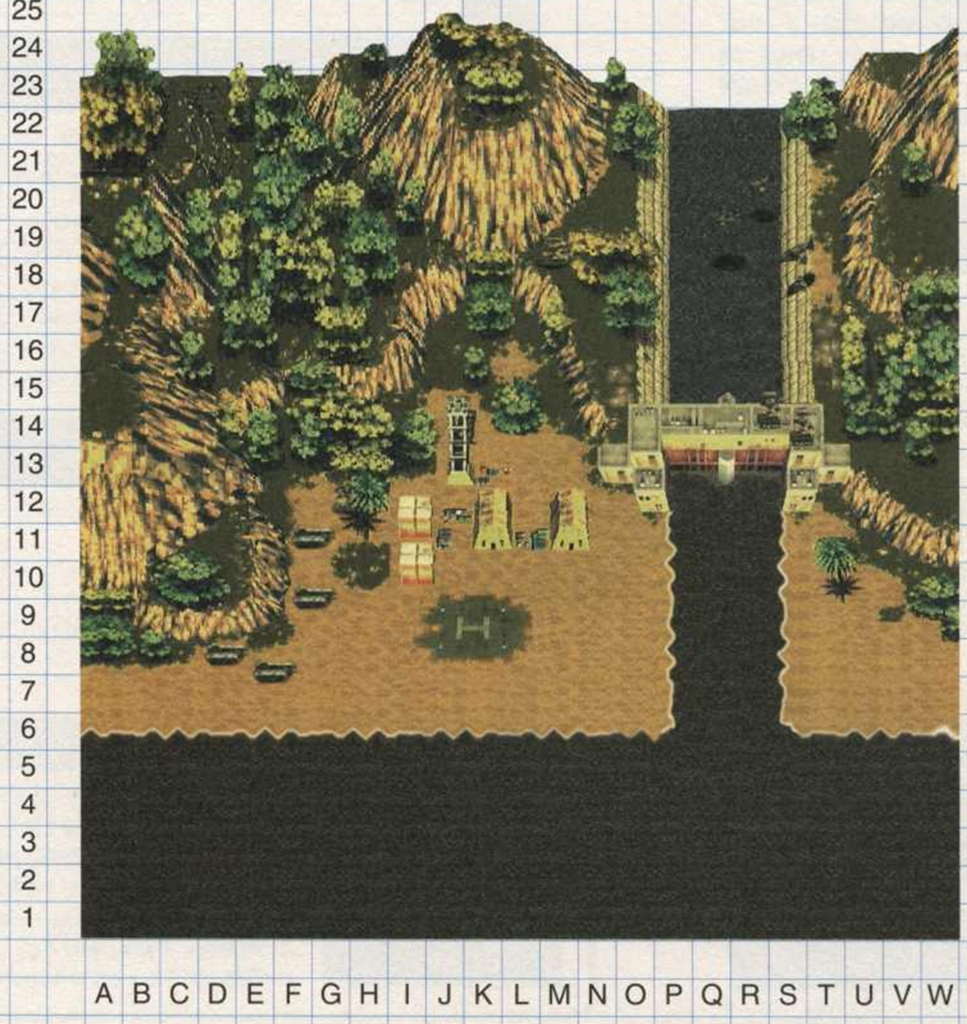
Alor Desh Coast

Ash Escape! And Farewell

Ashe and his team, hoping to escape the country, are confronted by a task force led by Ven.

MAIN STAGE

30sq×30sq



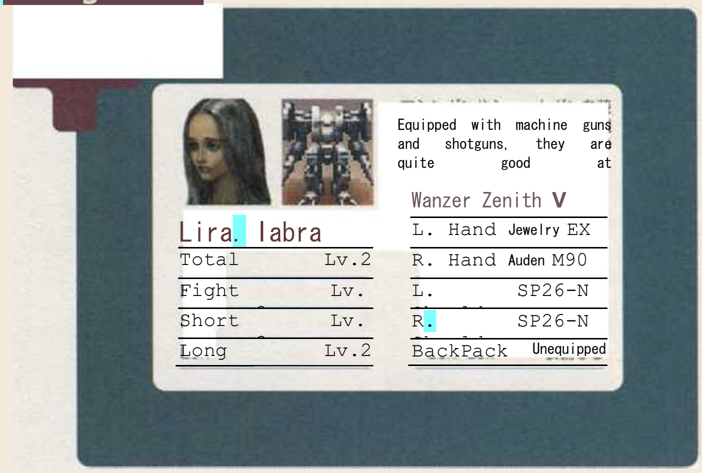
Escape by sling helicopter

Basically, the objective of this mission is to help Ash and his friends escape. Compared to Mission 3, which was quite difficult, this mission is much less challenging. When the game starts, the first step is to move Ash and his friends to the "3-N" area. Then, on the fourth turn, a sling helicopter appears to collect Ash and the others. The game will be cleared if Ash and his team can safely get into the sling helicopter and escape. The problem is that "the flying squadron led by Venn, which had been standing by near 20-RJ, starts to take action when the sling helicopter appears. Tomas' unit may be equipped with anti-aircraft weapons, but Ash's unit should also set up a countermeasure against the flying unit.



Basically, Ash and his team should aim for escape and OK, but it would be a good idea to

kanji
"kanji"



Defeat conditions for this mission

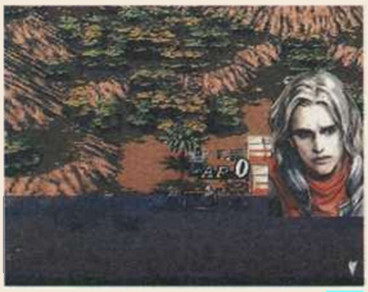
This mission has several conditions for defeat.

The first and most important prerequisite is that Ash, Joyce, and Aimia's Wanzers do not get shot down by the enemy. Although it is tempting to gain experience, it is best not to overdo it. The other problem is that the sling helicopter that came to retrieve Ash and the others is shot down. As mentioned in the previous section, Venn and his flying squadron will start moving as soon as the sling helicopter appears. Of course, Venn's target is the sling helicopter. To prevent this, it would be a good idea to have Tomas, Ash, and the others stationed around "12-N" in preparation for Venn's unit.

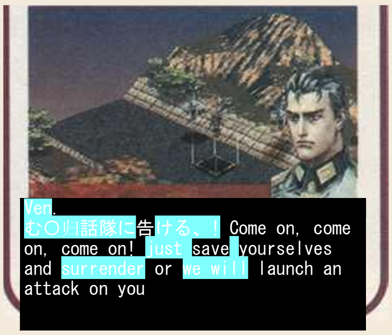
Coup mastermind Ven.

Ven. McCaughey, the man behind the coup d'etat in Alor Desh, makes his first appearance in Mission 4. He makes his first appearance in Mission 4. Ven, the so-called boss character, flies a O S H20a equipped with a 15 mm machine gun.

It is easy to misunderstand that even though he is a boss character, he is not so strong that you can't beat him. It may be a little more difficult than the two AH45 c's around you, but if you can beat them, try to shoot them down to gain experience. If you can defeat Ven, your escape will be much easier.



The map does not have a condition for defeat. The reason is that if one of the Ashes is killed, it is the end of the game.



MISSION 5

POW rescue operation by intelligence officers

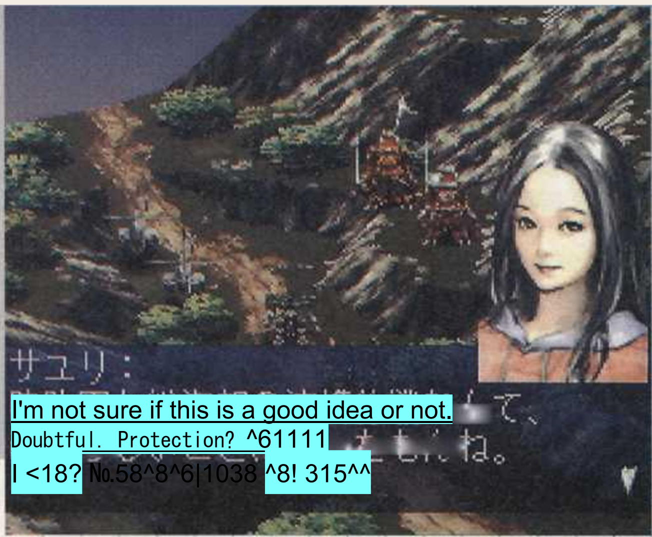
The two new protagonists, Lisa and Sayuri's surprise plan

Once mission 4 is completed, the story will be separated from Ash and his team, and the main characters will be the intelligence duo of Riza and Sayuri. A new The stage is set for June 15, 2:30 p.m., Ash. Rimian stationed three days after they escaped.

The two men visit the base to conduct some research, but when they see OCU POWs being transported to the base, they are worried about what they might see and decide to ambush the base. The Aroldesch forces, which had left the Limian base, were waiting south of the capital with support from both land and sea defense forces. The enemy is a squadron of transport helicopters carrying prisoners of war and a combat helicopter that serves as their escort unit. OCU's disadvantage in terms of numbers is undeniable. The rescue operation of the POWs begins now, under the sole command of Lisa and Sayuri!



From this point on, the story will continue to center on Leesa and Sayuri.



The two men immediately coordinated with the coma-attached North Of the Moon. The two of them quickly tried to coordinate with the North Os of the attached song. At the time of the child. I've heard the extremely rare "land a strange sea, a sea of ointments, a sea of darkness, a sea of darkness, a sea of ointments, a sea of darkness.

MISSION 6

After overcoming numerical disadvantages and successfully rescuing the POWs, they headed for the headquarters of the OCU's POW Rescue Operations Unit with a record for the highest number of POWs rescued. After that, the two felt the need to gather more information and decided to separate from the POW rescue team. They moved to the town of Doukandi, relying on Sayuri's acquaintances. In Doukandi, there are bars and arenas where rare people gather, and you can also fight in the arena. The five-man elimination and the omens game against the champions can also provide valuable information. After that, it's back to the POW camps for another rescue mission.



In the arena, it is normal to ask for information, but it is also possible to ask for help from an informant who is an acquaintance of Sayuri. Sayuri's acquaintance an, informant I'm here. If you win 8 people, you can't win the morning.

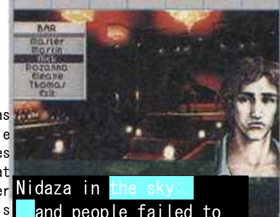
Leaving the rescue team to go it alone.

Traveling around the country to obtain useful information, which is a higher priority than rescuing prisoners of war.



One effective way to get good information is to listen to what the POWs have to say.

The bars and arenas where the people behind the scenes gather are great places to gather information. It is important to listen



MISSION 7

Although they succeeded in rescuing POWs one after another they had difficulty in gathering vital information. In order to transfer the POWs for the time being, the stage was shifted from the POW camp to Doukandai, the POW Rescue Operation Command Center <O>, where they learned that a too aggressive operation to attack the capital was being planned On the surface, Lisa and Sayuri, who are dispatched to the POW Rescue Operation Unit by the Intelligence Bureau, cannot avoid participating in this operation to rescue the VIPs in the capital, no matter how reckless it may seem. Despite their doubts about the mission, the group heads for the capital city of Daka, where a large army of the Revolutionary Guard awaits them....



-The original purpose of these women's information Subject 鰻う応冬 工 The first time, we decided to gather

Launch of

Clash with the main enemy forces in Daka, the capital of the Revolutionary Army



Hod ? So:
Daka, we must rescue the politicians and the ambassadors who are being held captive. And

Upon returning to the command center, Leeza was awaiting a massive coastal assault on the capital city by Colonel Ho 4 Mann's plan, Cancer Blade Ears.



Lisa:.
This is hardly a POW rescue mission.

silkworm (Bombyx mori) silkworm (Bombyx mori) what it means Blessing Red 1 Turtle

MISSION 8.

The offensive in the capital barely resulted in the capture of the OCU POWs, thanks in part to the unexpected appearance of reinforcements. The OCU POW rescue team, having achieved a satisfactory result, moved to the forest outside Jiao Jiao Tiao 5, where a VTL transport was waiting for them to retreat.

However, the pursuit by the revolutionary forces was swift.

Just before the OCU troops boarded the transport, the area was completely surrounded. Determined that if they board the plane, they will be shot down, they decide to stay on the ground and hold off the enemy. The total number of enemy forces is about twice that of their own, and once again they find themselves in the line of death under the worst possible circumstances.



I'm not sure what to do, but I'm not sure what to do. In addition to that, the troops were surrounded by !!!! One company, Centa Corporation, has a large
The sight of the Tilden a<- aka "four legged devil", left k the group's minds in a state of anxiety....



Before they can leave the front by transport plane, the Revolutionary Army's pursuing forces capture the OCU forces taking out the POWs!

To get the transport plane to safety...

Break the siege of one of the Revolutionary Army's most elite units.

Column

Symbols of the Warriors' Character

Units and Marks

Collected at the bottom of this page are the unit marks of the OU military. As you can see at a glance, the symbols of animals, weapons, etc. are used to highlight the individuality of the unit. It is interesting to see the character and commitment of the unit, not to mention the nature of the unit itself. For reference, let us introduce the world's most famous unit mark of the U.S. Navy (Schedulon Insignia) and the name of the unit.

The most popular are the animal products perhaps because of their intrepid image. The Wolf Pack, the Red Rippers, the Freelancers, the Screaming Eagles, the Fighting Falcons, and the Falconers are just a few examples. The Red Rippers are the "Red Rippers".

The illustration of the boar, the symbol of Gordon's (a brand of gin), is an exact copy of the symbol. This level of imitation could have been done with a pun, but the Tomcats (slang for "monster cat") have a very strong sense of style. The symbol mark is Felix the Cat carrying a bomb. Ardvargs, or aardvarks, are ant-eaters. The drawings are also strangely cute. What can I say? This sense for a beloved machine that can be the difference between life and death is American (what?)

Other designs often feature motifs such as giants, demons, knights, and weapons. Unique designs include tin robots and constellations. The unit logo is the face of the unit, but the cheerful Americans are different in their emphasis on impact.

Now, how about the OCU military unit mark? Well, what about the OCU military unit markings? Hmmm...well, there seem to be a lot of eagles and missiles that give off quite a good vibe. By the way, our main character, Ash's unit is.... And the unit next to him is Sea Lion and Steller's sea lion. What the heck, the OCU military knows what it's talking about



The design is clear and easy to see, with the outline lines separated according to the type of soldier.

Mobile Battalion (Wanzer's support vehicle)



Marine Department, 41st ±> Mobile Battalion, "Muddy Otters."



13th Landing Craft Battalion, Sea Lions



Marine Division 19th Landing Attack! Battalion "Sea Jokers

Combat Support Wing (VTOL offensive aircraft/electronic fighters)



Eagle Hunters



Estates General Snoisseurs'."

the

Dea Ruwasu corner of the

Compared to the Army and Defense Forces, the design is rather bland, with unit numbers and attack types. At the same time, it is much easier to distinguish between units.



Air Defense Forces (Defence)



Air Defense Force Air Strike Division 9th Combat Bombardment Wing "Black Dog Knights"



Strings "Resort Wings"

Chapter: 05

Weapons Data

By reassembling parts,

Your own original Wanzer.

Front Mission 2" that can be built.

Here it is useful for Wanzer production,

Data on parts, weapons, shields and more!

Also, in the latter pages,

Skills (special skills) essential to the

pilot's setup, such as Battle Skills and

Owner Skills, will also be introduced.

PARTS

BODY and AR: A tour consisting of three parts, such as
By freely combining 3 dipping ^^,
It is possible to create your own Wanzer.
Here are all 75 different parts that will appear by Mission 8.

Introducing each developer and manufacturer!
Also includes detailed data to help with setup.

Gust5 0 3B (Gust5 0 3B) Manufacturer: Diable Avionics

Equipment location	BODY	ARM	LEG
Maximum HP	54	33	45
armored value	18	14	16
weight	17	15	12
output (e.g. of	92	period	period
R Cost	14	2	3
movement	period	period	period
Price	116	57	53
fixed equipment	nashi (Pyrus	17 mm machine	nashi (Pyrus

Note: in the LEG table the output row is labelled "Output f".

Frost M4 0 (FrostM4 0)

Equipment location	BODY	ARM	LEG
Maximum HP	103	64	88
armored value	3 zeros	24	26
weight	42	14	29
output (e.g. of dynamo)	166	period	period
R Cost	64	18	24
movement	period	period	period
Price	603	219	303
fixed equipment	nashi (Pyrus pyrifolia, esp	Hard Brow (5)	nashi (Pyrus

Calm4 0S (Calm4 0 Os) Manufacturer: Diable Avionics

Equipment location	BODY	ARM	LEG
Maximum HP	72	44	61
armored value	17	14	15
weight	24	8	16
output (e.g. of	108	period	period
R Cost	21	4	5
movement	period	period	period
Price	141	49	7 zeros
fixed equipment	nashi (Pyrus pyrifolia, esp	Hard Brow 2	nashi (Pyrus pyrifolia, esp

Warlus M1 (WarlusMD Manufacturer: Leonora Enterbrises

Equipment location	BODY	ARM	LEG
Maximum HP	52	32	44
armored value	23	18	2 zeros
weight	19	7	13
output (e.g. of dynamo)	92	period	period
R Cost	17	3	4
movement	period	period	period
Price	122	43	59
fixed equipment	nashi (Pyrus pyrifolia, esp	Hard brow ①.	nashi (Pyrus pyrifolia, esp

Frost M3 7 (FrostM3 7) Manufacturer: Diable Avionics

Equipment location	BODY	ARM	LEG
Maximum HP	67	41	57
armored value	22	18	2 zeros
weight	25	9	18
output (e.g. of dynamo)	109	period	period
R Cost	21	4	5
movement	period	period	period
Price	144	5 zeros	71
fixed equipment	nashi (Pyrus pyrifolia, esp	Hard Brow 2	nashi (Pyrus pyrifolia, esp

Giza 4C (Giza4C) Manufacturer: Leonora Enterprises

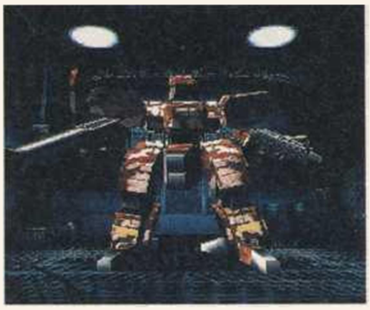
Equipment location	BODY	ARM	LEG
Maximum HP	65	4 zeros	55
armored value	2 zeros	16	18
weight	23	8	16
output (e.g. of dynamo)	107	period	period
R Cost	2 zeros	4	5
movement	period	period	period
Price	132	46	65
fixed equipment	nashi (Pyrus pyrifolia, esp	Hard Brow 2	nashi (Pyrus pyrifolia, esp

Calm 4 2 0V (Calm4 2 0V) Manufacturer: Diacarea Bionics

Equipment location	BODY	ARM	LEG
Maximum HP	11 zeros	68	94
armored value	23	19	2 zeros
weight	39	13	27
output (e.g. of	166	period	period
R Cost	62	18	24
movement	period	period	period
Price	592	215	297
fixed equipment	nashi (Pyrus pyrifolia, esp	Hard Brow (5)	nashi (Pyrus

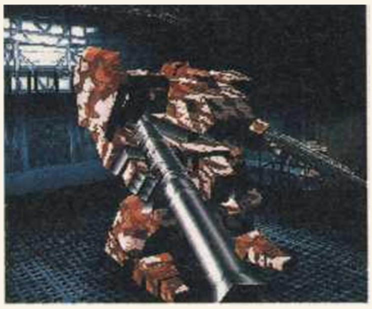
KafirMI (KafirMI) Manufacturer: – Leonora Enterprises

Equipment location	BODY	ARM	LEG
Maximum HP	88	54	74
armored value	25	2 zeros	23
weight	33	11	23
output (e.g. of dynamo)	145	period	period
R Cost	46	12	17
movement	period	period	period
Price	408	145	203
fixed equipment	nashi (Pyrus pyrifolia, esp	hard brow ④	nashi (Pyrus



Calm 4 2 0V

The new Vantzers will be produced from 2093 as a life-extension type of the ▲40 OS. However, in recent years, Vantzers with higher capacity have been introduced.



Frost M40

The new model is a high-performance aircraft with improved armor and reduced **weight**, and it has the low mobility common in conventional general-purpose humanoid models.



Galanf1

A heavyweight, multi-legged Wanzer with three 30mm rapid-firing machine guns, a specialty of the Senda company. It is characterized by its simple design.

Warlus M2 (WarlusM2) Manufacturer: Leonora Enterprises

Equipment location	BODY	ARM	LEG
Maximum HP	9 7	5 9	8 1
armored value	2 1	1 7	2 zeros
weight	3 4	11	2 4
output (e.g. of dynamo)	1 4 6	period	period
R Cost	4 8	1 2	1 8
movement	period	period	period
Price	4 3 7	1 5 5	2 1 7
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)	hard brow ④	nashi (Pyrus pyrifolia, esp.

Giza 4G (Giza4G) Manufacturer:Leonora Enterprises'

Equipment location	BODY	ARM	LEG
Maximum HP	1 0	6 2	8 5
armored value	2 7	2 2	2 4
weight	3 8	1 3	2 6
output (e.g. of dynamo)	1 6 4	period	period
R Cost	6 zeros	1 7	2 3
movement	period	period	period
Price	Five five	2 0 1	2 7 8
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)	Hard Brow (5)	nashi (Pyrus pyrifolia, esp.

Stabline

Equipment location	BODY	ARM	LEG
Maximum HP	5 7	3 5	4 7
armored value	2 zeros	1 5	1 8
weight	2 3	1 6	1 4
output (e.g. of dynamo)	9 4	period	period
R Cost	1 8	3	4
movement	period	period	1
Price	1 3 2	6 zeros	5 5
fixed equipment	29mm machine gun	F L-1 2 0	None.

TallPogD Maker -:sender

Equipment location	BODY	ARM	LEG
Maximum HP	9 1	5 6	7 6
armored value	2 8	2 2	2 5
weight	4 zeros	2 4	2 6
output (e.g. of dynamo)	1 4 8	period	period
R Cost	5 4	1 4	2 zeros
movement	period	period	period
Price	4 9 0	1 9 zeros	2 4 3
fixed equipment	Type 100 Revised Machine Gun	8 OmmRK	nashi (Pyrus pyrifolia, esp. var. culta)

Galumph 1 (Galumphl)

Equipment location	BODY	ARM	LEG
Maximum HP	9 5	5 9	8 1
armored value	3 4	2 8	3 zeros
weight	4 3	2 9	2 8
output (e.g. of dynamo)	1 6 7	period	period
R Cost	6 7	1 9	2 5
movement	period	period	period
Price	6 7 5	2 6 8	3 4 0
fixed equipment	Krems 4 0	Talon M9	nashi (Pyrus pyrifolia, esp. var. culta)

Zora C5 (ZoraC5) Manufacturer: Trow

Equipment location	BODY	ARM	LEG
Maximum HP	7 8	4 8	6 6
armored value	2 4	2	2 2
weight	3 1	1 0	2 1
output (e.g. of dynamo)	1	period	period
R Cost	3 4	8	1 2
movement	period	period	period
Price	2	1 0 4	1 4 5
fixed equipment	None.	Hardbrow (iii)	nashi (Pyrus pyrifolia, esp. var.

TatouC

Equipment location	BODY	ARM	LEG
Maximum HP	7 2	4 5	6 1
armored value	2 8	2 3	2 5
weight	2 9	1 4	1 9
output (e.g. of dynamo)	1 2 5	period	period
R Cost	3 3	8	11
movement	period	period	1
Price	2 9 5	11 6	1 4 1
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)	bolt task	nashi (Pyrus pyrifolia, esp.

TatouD (TatouD) Manufacturer: Trow

Equipped part / Equipment location	BODY	ARM	LEG
Maximum HP	8 4	5 1	7 zeros
armored value	3 2	2 5	2 9
weight	3 4	2 5	2 3
output (e.g. of dynamo)	1 4 7	period	period
R Cost	4 7	1 2	1 7
movement	period	period	1
Price	4 5 3	1 7 7	2 1 4
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)	diet task	nashi (Pyrus pyrifolia, esp. var. culta)

nonnore PARTS

Vajie M1 3 (VajieMI 3)

Equipment location	BODY
Maximum HP	74
armored value	22
weight	25
output (e.g. of dynamo)	122
R Cost	26
movement	period
Price	279
fixed equipment	nashi (Pyrus

Equipment location	ARM
Maximum HP	46
armored value	18
weight	8
output (e.g. of dynamo)	period
R Cost	6
movement	period
Price	10
fixed equipment	Hardbrow (iii)

Equipment location	LEG
Maximum HP	63
armored value	2 zeros
weight	17
output (e.g. of dynamo)	period
R Cost	9
movement	period
Price	14 zeros
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)

Vajie M2 5 (VajieM2 5)

Equipment location	BODY
Maximum HP	86
armored value	25
weight	3 zeros
output (e.g. of	144
R Cost	37
movement	period
Price	428
fixed equipment	nashi (Pyrus

Equipment location	ARM
Maximum HP	53
armored value	2 zeros
weight	10
output (e.g. of dynamo)	period
R Cost	10
movement	period
Price	152
fixed equipment	hard brow ④

Equipment location	LEG
Maximum HP	73
armored value	23
weight	21
output (e.g. of dynamo)	period
R Cost	14
movement	period
Price	213
fixed equipment	nashi (Pyrus

ZederT2 Manufacturer:. Schnecke.

Equipment location	BODY
Maximum HP	61
armored value	15
weight	2 zeros
output (e.g. of	93
R Cost	18
movement	period
Price	118
fixed equipment	nashi (Pyrus

Equipment location	ARM
Maximum HP	37
armored value	12
weight	16
output (e.g. of dynamo)	period
R Cost	3
movement	period
Price	59
fixed equipment	44mm Edvar

Equipment location	LEG
Maximum HP	51
armored value	14
weight	13
output (e.g. of dynamo)	period
R Cost	4
movement	period
Price	57
fixed equipment	nashi (Pyrus

ZebuT4

Equipment location	BODY
Maximum HP	76
armored value	22
weight	28
output (e.g. of dynamo)	123
R Cost	32
-Move to	period
Price	266
fixed equipment	nashi (Pyrus

Equipment location	ARM
Maximum HP	47
armored value	18
weight	9
output (e.g. of dynamo)	period
R Cost	8
movement	period
Price	95
fixed equipment	Hardbrow (iii)

Equipment location	LEG
Maximum HP	64
armored value	2 zeros
weight	19
output (e.g. of dynamo)	period
R Cost	11
movement	period
Price	133
fixed equipment	nashi (Pyrus pyrifolia, esp.



9 Type 9 Kougetsu Bow

It was introduced in 2099. Although not highly versatile, it has been deployed in large numbers in OCU Japan because of its performance as a rear support aircraft.

RobustIA (RobustIA) May power:. Balestro.

Equipment location	BODY
Maximum HP	55
armored value	18
weight	19
output (e.g. of	92
R Cost	17
movement	period
Price	1I0
fixed equipment	nashi (Pyrus pyrifolia, esp.

Equipment location	ARM
Maximum HP	34
armored value	14
weight	7
output (e.g. of dynamo)	period
R Cost	3
movement	period
Price	39
fixed equipment	Hard brow ①.

Equipment location	LEG
Maximum HP	46
armored value	16
weight	13
output (e.g. of dynamo)	period
R Cost	4
movement	period
Price	53
fixed equipment	nashi (Pyrus

Obadiah

Equipment location	BODY
Maximum HP	64
armored value	2 zeros
weight	21
output (e.g. of dynamo)	106
R Cost	16
movement	period
Price	139
fixed equipment	nashi (Pyrus pyrifolia, esp.

Equipment location	ARM
Maximum HP	39
armored value	16
weight	18
output (e.g. of dynamo)	period
R Cost	3
movement	period
Price	62
fixed equipment	M926BZ

Equipment location	LEG
Maximum HP	54
armored value	18
weight	14
output (e.g. of dynamo)	period
R Cost	4
movement	period
Price	65
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)

Type 9 9A bow Chinese mulberry (Morus bombycis)

Equipment location	BODY
Maximum HP	98
armored value	26
weight	34
output (e.g. of dynamo)	163
R Cost	48
movement	period
Price	581
fixed equipment	nashi (Pyrus

Equipment location	ARM
Maximum HP	61
armored value	22
weight	3 zeros
output (e.g. of dynamo)	period
R Cost	14
movement	period
Price	253
fixed equipment	9 Type 9 Kou

Equipment location	LEG
Maximum HP	83
armored value	24
weight	23
output (e.g. of dynamo)	period
R Cost	18
movement	period
Price	277
fixed equipment	nashi (Pyrus pyrifolia, esp.

Zenith V (Zenith V)

Equipment location	BODY
Maximum HP	62
armored value	25
weight	23
output (e.g. of dynamo)	108
R Cost	2 zeros
movement	period
Price	147
fixed equipment	nashi (Pyrus pyrifolia, esp.

Equipment location	ARM
Maximum HP	38
armored value	2 zeros
weight	8
output (e.g. of dynamo)	period
R Cost	4
movement	period
Price	51
fixed equipment	Hard Brow 2

Equipment location	LEG
Maximum HP	52
armored value	23
weight	16
output (e.g. of	period
R Cost	5
movement	period
Price	72
fixed equipment	nashi (Pyrus

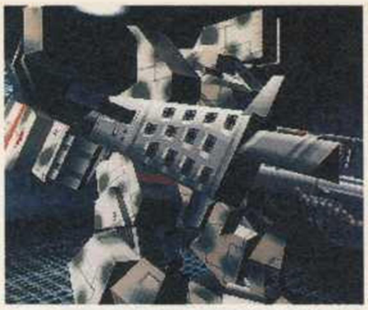
Vigor M1(VigorMI) Manufacturer:Fire Valley

Equipment location	BODY
Maximum HP	84
armored value	19
weight	29
output (e.g. of dynamo)	126
R Cost	35
movement	period
Price	285
fixed equipment	nashi (Pyrus pyrifolia, esp. var. culta)

Equipment location	ARM
Maximum HP	52
armored value	15
weight	2 zeros
output (e.g. of dynamo)	period
R Cost	8
movement	period
Price	122
fixed equipment	6 Omm cannon

Equipment location	LEG
Maximum HP	7 zeros
armored value	17
weight	21
output (e.g. of dynamo)	period
R Cost	12
movement	1
Price	128
fixed equipment	nashi (Pyrus pyrifolia, esp.





WAPON

Front Mission 2" uses a variety of weapons, depending on the rock.

In maps with a lot of li, missiles for anti-aircraft,

For example, weapons with thick armoring, such as nokyos, are used exclusively in close combat,

The armament needs to be changed at a dizzying pace depending on the kite type.

The 70 weapons developed by **9** companies **+** 7-brands are presented here.

1 Of course, the weapons presented here are only **a** small part of the game.

Schnecke.

porcelain name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range	Scope of effect	weight	Price
Pews M1 4 PewsM14	machine gun	SLDW	1 3	5	9	7 5	1	period	1 2	7 8
Warmer	flamethrower	GRIP	1 7	4	9	7 3	1	period	1 2	6 9
Warmer F 1 WarmerFI	flamethrower	GRIP	2 3	4	9	7 3	1	period	1 6	1 4 2
Wild	missile	SLDW	2 6	2	2	8 6	4-5	period	1 6	5 5
Gono Gioias Goldius	missile	SLDW	6 zeros	1	2	8 2	4~5	period	2 1	! Zero
Press Needle P.Needle	knuckle	GRIP	1 9	1	period	5	1	period	1 0	2 zeros
Bone Buster B.Buster	knuckle	GRIP	2 5	1	period	5	1	period	1 4	5 8
Hot Needle H.Needle	knuckle	GRIP	2 9	1	period	5	1	period	1 6	7 6
Rodder Rodder	rod	GRIP	1 9	1	period	5	1	period	1 0	1 8
HardRod HardRod	rod	GRIP	2 2	1	period	5	1	period	1 0	2 1
HurtClub HurtClub	rod	GRIP	2 5	1	period	5	1	period	1 2	3 9
Mad Iron Madlron	rod	GRIP	3 3	1	period	5	1	period	1 6	7 9

Diable Avionics

Weapon Name	tie-back	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range	Scope of effect	weight	Price
Means SG MeansSG	shotgun	GRIP	6	8	9	7 zeros	1	period	1 0	3 1
Plover M2 PloverM2	missile	SLDW	3 8	1	2	8 5	4-5	period	1 4	2 9
GosHawk GosHawk	rocket	SLDW	1 2	6	2	6 3	2-4	period	1 6	9 2
M4 0 5A M405A	bazooka	GRIP	4 5	1	3	6 zeros	1-2	period	1 3	3 6
Llano Verso M 2 RapaceM2	anti-aircraft missile	SLDW	1 9	2	2	8 5	4-5	period	1 2	5 zeros
Blover S PloverS	anti-aircraft missile	SLDW	2 2	2	2	8 5	4-5	period	1 4	5 8
Plover S2 PloverS2	anti-aircraft missile	SLDW	3 1	2	2	8 5	4~5	period	1 8	1 7 7
Rapace M 3 RapaceM3	anti-aircraft missile	SLDW	3 5	2	2	8 5	4-5	period	2 1	2 3 8
SkyGos	anti^rocket	SLDW	8	6	2	6 5	2-4	period	1 2	4 1
HawkOwl HawkOwl	sundry rocket	SLDW	1 0	6	2	6 5	2-4	period	1 4	4 7
SkyGos2 SkyGos2	D控ロケット	SLDW	1 4	6	2	6 5	2-4	period	1 8	1 3 9
Iron Lamp IronLump	knuckle	GRIP	1 7	1	period	5	1	period	1 0	1 8

Vince Japan

Fit Instrument Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range	Scope of effect	weight	Price
Skua Skua	grenade	SLDW	2 1	1	2	7 zeros	2~3	1	11	1 6
SkuaG SkuaG	grenade	SLDW	3 3	1	2	7 zeros	2~3	1	1 7	5 1
ebis (bis)	missile	SLDW	1 4	3	3	8 8	4-5	period	1 2	2 3
Donkey Donkey	rocket	SLDW (corpse)	1 8	3	1	6 5	2-4	period	1 4	4 7
Snipe Snipe	rocket	SLDW	1 6	6	2	6 8	2-4	period	2 1	1 9 zeros
Madcap Madcap	bazooka	GRIP	3 8	1	3	6 zeros	1-2	period	11	3 zeros
M Caillou 1 MCaillel	anti-aircraft missile	SLDW	2 6	2	2	8 5	4-5	period	1 6	11 6
SkySnipe SkySnipe	anteater rocket	SLDW	1 2	6	2	6 5	2-4	period	1 6	9 2



WEAPOINS



Sky Miner A

An anti-aircraft rocket developed by Papeer. It is a low-medium performance rocket. In addition, Papeer has developed two other anti-aircraft rockets.

trow

Weapon Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range (e.g. of a	Scope of effect	weight	Price
Carillon Carillon	machine gun	GRIP	1 6	5	9	7 5	1	period	1 4	11 4
Grenze Grenze	rifle	GRIP	4 1	1	9	8 zeros	1	period	1 0	3 7
Eula Jura	rifle	GRIP	5 6	1	9	8 zeros	1	period	1 4	11 2
Budget	shotgun	GRIP	11	8	9	7 zeros	1	period	1 6	1 4 2
Gemas 76mm Gemas76	cannon	GRIP	1 9	3	3	6 8	1-2	period	1 3	4 zeros
Gemas 92mm Gemas92	cannon	GRIP	2 6	3	3	6 8	1-2	period	1 7	1 2 zeros
Savory Savory	cannon	SLDW	3 zeros	3	3	6 8	1-2	period	1 9	1 6 zeros
Jouvet Jouvet	bazooka	GRIP	6 2	1	3	6 zeros	1 ~2	period	1 7	] 0 9

Jay Dometal-Lyman

Weapon Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range (e.g. of a	Scope of effect	weight	Price
Winnie Winnie	rifle	GRIP	6 4	1	9	8 zeros	1	period	1 6	1 4 9
HotRiver HotRiver	flamethrower	GRIP	1 2	4	9	7 3	1	period	1 0	3 zeros
Hot River 30 H.River30	flamethrower	GRIP	1 5	4	9	7 3	1	period	1 0	3 5
Hot River 40 H. River 40	flamethrower	GRIP	2 zeros	4	9	7 3	1	period	1 4	1 0 5
Brasta 86mm Brasta86	cannon	SLDW	2 2	3	3	6 8	1-2	period	1 4	7 8
H. Pound	rod	GRIP	2 9	1	period	5	1	period	1 4	6 zeros

Leonora Enterprises, Inc.

Weapon Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	Range Effect Range		weight	Price
JuriEX JuriEX	machine gun	GRIP	1 2	5	9	7 5	1	period	1 0	3 9
Barubari Barubari	machine gun	GRIP	1 5	6	9	7 5	1	period	1 6	1 5 2
SinLibra SinLibra	shotgun	GRIP	_1 0	8	9	7 zeros	1	period	1 4	1 0
RacyHorn RacyHorn	grenade	SLDW	2 4	1	2	7 zeros	2~3	1	1 3	1 8
ReilHorn ReilHorn	grenade	SLDW	3 7	1	2	7 zeros	2~3	1	1 9	6 8
Double Nail W.Neil	knuckle	GRIP	2 2	1	period	5	1	period	1 2	3 8

papele

Weapon Name	type	equipment location	Attack Power	Number of Attacks	Number of Ammo	accuracy rate	Range	Effect Range	weight	Price
Kaiserin Kaiserin	rifle	GRIP	3 4	1	9	8 zeros	1	period	1 0	3 1
Auden M9O AudenM90	shotgun	GRIP	7	8	9	7 zeros	1	period	1 0	3 6
Regulus Regulus	rocket	SLDW	1 0	8	2	6 5	2-4	period	1 8	1 3 9
Greery Greery	bazooka	GRIP	5 2	1	3	6 zeros	1-2	period	1 4	7 2
SkyMynaA SkyMynaA	anti-aircraft rocket	SLDW	1 6	6	2	6 5	2-4	period	2 1	1 9 zeros

(No Brand)

Weapon Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range (e.g. of a	Scope of effect	weight	Price
HardBlow HardBlow	punch (a hole)	GRIP	2 1	1	period	7 zeros	1	period	] 0	1 2
(HardBlow Exemption)	punch (a hole)	GRIP	2 5	1	period	7 zeros	1	period	1 0	1 4
HardBlow 3) HardBlow	punch (a hole)	GRIP	2 9	1	period	7 zeros	1	period	1 2	2 7
HardBlow 4) HardBlow	voiced repetition mark in katakana	GRIP	3 4	1	period	7 zeros	1	period	1 4	4 zeros
HardBlow 5 HardBlow	punch (a hole)	GRIP	3 8	1	period	7 zeros	1	period	1 6	5 2

Chinese mulberry (Morus bombycis)

Weapon Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	Range Effect Range		weight	Price
Higa Type 9 shotgun HigaT9SG	shotgun	GRIP	8	8	9	7 zeros	1	period	1 2	7 zeros
Adler Adler	missile	SLDW	3 1	2	2	8 6	4-5	period	1 8	8 2
Eaglet Eaglet	rocket	SLDW	1 2	4	2	6 6	2-4	period	1 2	4 1
Caiard Caiard	bazooka	GRIP	7 1	1	3	6 zeros	! ~T2	period	1 9	1 4 6

firefly

Weapon Name	type	equipment location	offensive ability	Number of Attacks	number of loaded	accuracy rate	range (e.g. of a rifle	Scope of effect	weight	Price
Congress Congress	machine gun	GRIP	1 2	4	9	7 5	1	period	1 0	3 4
LastWord LastWord	rifle	GRIP	4 7	1	9	8 zeros	1	period	1 2	7 3
GL 2OOM3 G L 200M3	grenade	SLDW	2 8	1	2	7 zeros	2~3	1	1 4	3 4
Dam Pierce D.Pierce	cannon	SLDW	1 6	3	3	6 8	1-2	period	11	3 5

The weapon of choice is the van, the r/i/shi! The most common is the "van", which is a weapon used for the manufacture of a wide range of products, including vans, r/shi! Compared to the vast number of parcels and fusion rape, the

Shield

That number in itself is not a big deal,
It will be very useful as a key to protect ARM **and BODY. The** "stage" in the table below indicates the mission in which the shield first appears.

SP06−N

Armor Attributes: Normal

Manufacturer: Vince Japan			
armored value	8	weight	6
Size	5 zeros	Price	28
appearance (on screen)	25	stage	1

SP26−N

Armor Attributes: Penetration Resistant

Manufacturer: Vince Japan			
armored value	8	weight	6
Size	5 zeros	Price	28
appearance (on screen)	25	stage	1

SP46−N

Armor Attributes: Fireproof

Manufacturer: Vince Japan			
armored value	8	weight	6
Size	5 zeros	Price	28
appearance (on screen)	25	stage	1

SP86−N

Armor Attributes: Impact Resistant

Manufacturer: Vince Japan			
armored value	8	weight	6
Size	5 zeros	Price	28
appearance (on screen)	25	stage	1

SN-46Z

Armor Attributes: Normal			
Manufacturer: Schnecke			
armored value	! period	weight	6
Size	5 zeros	Price	32
appearance (on screen)	25	stage	3

Type 198S Increased Armor

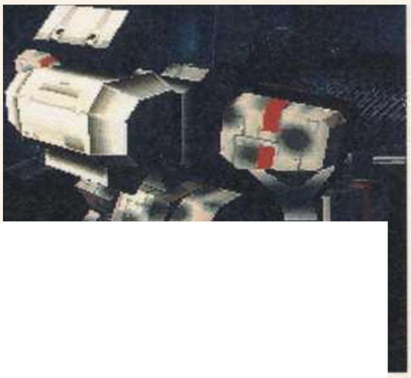
Armor Attributes: Penetration Resistant

Manufacturer: IGUCHI			
armored value	11	weight	7
Size	5 zeros	Price	63
appearance (on screen)	25	stage	5

VS04−N

Armor Attributes: Normal

Manufacturer: Trow			
armored value	13	weight	8
Size	5 zeros	Price	93
appearance (on screen)	25	stage	7





BACKPACK

Weapons equipped with **polytzers** have a bullet limit.
Weapons dedicated to quality at long range have fewer bullets,
The use of the same name is not allowed.
What is needed in ['',
Backpack for stocking spare parts.
The more shell-powerful the weapon, the more important this backpack

BP−T3A

Manufacturer: IGUCHI			
Number of items	3	weight	5
output (e.g. of dynamo)	period	Price	22
Maximum Range	3	s:rrrge.	1

AG-10

Manufacturer: Jade Metal=Lyman			
Number of items	period	weight	9
output (e.g. of dynamo)	18	Price	58
Maximum Range	period	stage	1

BP−T2A

Manufacturer: Leonora Enterprises, Inc.			
Number of items	2	placing again	7
output (e.g. of dynamo)	period	Price	59
Maximum Range	4	stage	3

AG−450A

Maker Name	Schnee	counter for the ichi-ni-	
Number of items	period	weight	11
output (e.g. of dynamo)	21	Price	132
Maximum Range	period	stage	3

BP−T1A

Manufacturer: Vince Japan			
Number of items	1	weight	8
output (e.g. of dynamo)	period	Price	l00
Maximum Range	5	stage	5

AG-

Manufacturer: Leonora Enterprises, Inc.			
Number of items	period	weight	12
output (e.g. of dynamo)	24	Price	207
Maximum Range	period	stage	5

BP−T4A

Mayu one name: Jade Metal-Lyman			
Number of items	4	weight	8
output (e.g. of dynamo)	period	Price	149
Maximum Range	3	stage	7

AG−10TO!] B

Manufacturer: Jade Metal=Lyman			
Number of items	period	degree of cloudiness	13
output (e.g. of dynamo)	27	Price	292
Maximum Range	period	stage	7

スキル SKILL



庐ノ织<7ベイロ E with battle skills & owner skills that can be gained,
There is a COM Skinore that the computer can acquire.
Battle Skills are simply special attacks that occur during battle Owner Skills and COM Skinole are those that support the battle. These skills are essential for developing a battle to your advantage. Be sure to learn them in order to use them effectively.

Battle Skill

Battle Skill: Level 1

name	family (e.g. of languages)	princess of the fourth month of	Contents	Changes due to level up
critical	power	all	have one's offensive capabilities increased	Increased attack power increase ratio
"leg first" rule of etiquette	special	lacuna	! The first shot always hits the leg of the enemy unit/ If hit, the enemy has a 30% chance of panicking.	Increased probability of panic
best position	power	all	Calculate the remaining A P at the time of attack as double and	?
feint	speed	Fighting/Melee	When multiple Battle Skills are equipped, activation increases the probability of connecting to the next skill after an attack.	?
speed	speed	short distance	One more round fired (not possible with rifles)	?
switch	speed	short distance	When activated during an attack with the same type of melee weapon in both arms, the attack is also made with the weapon in the other arm.	?
teller shot	special	Gigantic separation	30% chance of hitting an enemy unit to fall into the Terror state.	Increased probability of tellerization
heat blowing	special	grappling	The "flame heat" attribute is added to the conventional "impact" attribute of fighting attacks	Triggering rate up
sting blow	special	grappling	Fighting attacks that previously had only an "impact" attribute are now changed to a "piercing" attribute	Triggering rate up
first	field	all	gain the right of first strike	Triggering rate up
hit and away	speed	Fighting/Melee	Combat is forcibly ended after the end of your attack.	Triggering rate up
level damage	power	grappling	Damage of xio the fighting level of your unit.	Triggering rate up
side attack	bower	short distance	Reduce enemy evasion rate in battle and increase your attack power	?
lethal shot	speed	Short range / long distance	Single-shot weapon (applies to diarrhea only/ destroys parts hit by the attack)	Triggering rate up
immortal	field	all	Even if the HP of a part reaches zero, it is not destroyed until the	Triggering rate up
hold attack	field	all	Increase your own attack power instead of giving up the right of first strike to the enemy	increased attack strength
find out	field	all	Never avoid the first shot of an enemy attack.	?
Ditherm Armor	power	long distance	Halves the armor value of the enemy	?
Stanno voiced voiced voiced voiced voiced voiced voiced	special	grappling	Enemies have a 30% chance of being stunned	Stunting probability increase
body first	special	short distance	! The first shot always hits the enemy unit's body.	Triggering rate up

(*Li=single shot weapons are rifles, bazookas, punches, rods, knuckles, and missiles.



Honor Skill

Owner Skills



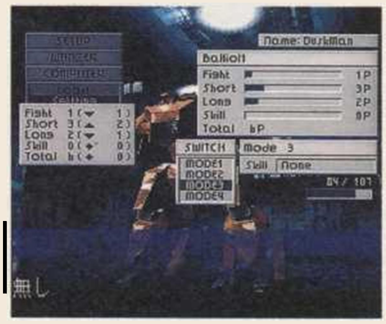
name	subject (of taxation, etc.)	source
Z.O, C (Zoc)	enemy	Enemy units that enter a square around a unit equipped with this Owner Skill can only move one square in front of, behind, left, or right (they will be restored if they exit the surrounding square).
morale	ally	Increases the evasion rate, hit rate, and battle skill activation rate during battle for allied units that enter the surrounding squares
reskilling	ally	Increase the activation rate of battle skills of allied units that enter the surrounding squares (numerically greater than morale)
downskilling	enemy	Reduce the activation rate of battle skills of enemy units that enter the surrounding squares
refresh (e.g. memory)	ally	Restores panic/terror to allied units entering the surrounding square (at the start of the turn).
defense	ally	Increase the evasion rate of allied units entering the surrounding square (numerically greater than the moral)
deep strike	ally	Increase the hit rate of friendly units entering the surrounding square (numerically greater than the moral).
help	ally	Attacks on allied units in the vicinity become attacks on units equipped with this owner skill (substitution).
steel	enemy	Take one random non-part item from a surrendering enemy (see Surrender Advisory) (the item taken goes to the warehouse)
	enemy	Surrender to enemy units in surrounding squares with reduced HP (enemy units in a surrendered state can no longer do anything).

Com Skill

COM Skills

|Name	subject (of taxation, etc.)		Onboard COM Name
MOVE PLUS	myself	Mobility plus 1	Abbott et al.
SDP SYSTEM	myself	Damage less than 10 damage is calculated as 0	guanaco (Lama guanicoe)
DMP SYSTEM	myself	Damage over 100 damage is calculated as 100	Christmas
SHOCK ABSORB	myself	Never stunned in combat.	Ethel et al.
SATELLITE	enemy	Reduce enemy terrain effect to 0%.	Jingo and others
AUTO REPAIR	myself	The lowest HP part of your parts in the start phase. Restore H P to 5% of maximum H P	delicato
AUTO SIGHT(SHORT)	myself	A P consumption is halved when attacking at close range	motive
LEARNING SYSTEM	myself	Experience gained in battle is doubled.	kudu (Pueraria lobata)





This item can be used only when equipped with winter '^^
Although the swallowing ^^do has become a buoyant bullet
Fee Smoke and mines that can be used on Noredo,

Reverse to repair destroyed parts, etc,

It is of high value, in its own way.

Here you will find most of the items that appear in the game.

ITEM

r>item name	Mega	Range of charge		source
Repair **1Repairl**	1	period	! period	Restore part H P to 50% of maximum H P (does not affect parts with H P 0)
Repair2 Repair2	2	period	5 zeros	Restore part H P to 75% of maximum H P (does not affect parts with H P 0)
Repairs **3 Repairs**	4	period	1 0	Recovers part HP to maximum value (has no effect on parts with 0 HP)
Rebirth **1Rebirthl**	2	period	8 zeros	Parts H P restored to 25% of maximum H P (HPO parts can also be repaired)
Rebirth **2 Rebirth2**	6	period	1 5 zeros	-Restore parts H P to its maximum value (even panitsu with H P 0 can be repaired)
Machine gun magazine **Spare MG**	1	period	1 0	Refilling machine guns with bullets
Rifle magazine **Spare RF**	1	period	1 0	Refill the rifle with bullets.
Shotgun Zenkura **Spare SG**	1	period	1 0	Refill the shotgun with bullets.
Grenade magazine **Spare GR**	2	period	1 0	Refill grenades with bullets.
Flamethrower Tank **Spare FR**	2	period	1 0	Refill the flamethrower with fuel.
Missile Ammo **Spare MI**	3	period	1 0	Refilling the missile with bullets
Rocket Bullets **Spare RT**	3	period	1 0	Refilling the rocket with bullets
Cannon magazine **SpareCA**	2	period	] 0	Refill the cannon with bullets.
Bazooka magazine **Spare BZ**	2	period	1 0	Refill the bazooka with bullets.
Punch **Spare PC**	period	period	1 0	
Mischino **Spare AM**	3	period	1 0	Refill anti-aircraft missiles with bullets.
Anti-aircraft rocket launcher **Spare**	3	period	1 0	Refilling the anti-aircraft rockets with bullets.
Knuckle **Spare KN**	period	period	1 0	
Rod **Spare RD**	period	period	1 0	
t 幡 **Mine**	2	period	! period	Destroy the leg parts of a unit (not valid for units without legs)
Chaf **Chafu**	1	1 0	1 0	Terrain effectiveness increased by 30% against missile attacks
Smoke **Smoke**	1	1 0	1 0	Terrain effectiveness increased by 30% against non-missile attacks

DigiCube Player's Collections

Now

Front Mission Second
Complete strategy book (tentative name)

The book contains as much as possible of the subtle twists and turns in the scenario that could not be depicted in the game, the relationships between nations and organizations, the social background, the human character, the setting of the van tours etc.



Front Mission Second Original Soundtrack Limited Special Metal Jacket and Digipak

The sound production was done by Gako Matsueda, who was also in charge of the previous "Front Mission" film. Friendship, love, betrayal, and intrigue. The dramatic sound of this epic and moving game is sure to catch the listener's ear and not let go.

SSCX1001 [Price: 1,942 yen (tax not

Romancing SaGa Compendium

This is a compilation of Romancing SaGa 1-3 scenarios,
worldviews, and character introductions, with
each story followed chronologically and explained in an easy-to-understand manner.





The Complete Works of Final Fantasy, Vol. 1 [World Guide].

Scenario, world view, character introduction, etc.
The Finanore Fantasy
A thorough explanation of the world.
Price: 2,718 yen (excluding tax)



The Complete Works of Final Fantasy, Vol. 2 [title guide].

(with PlayStation-compatible CD-ROM)
Final Fantasy I through VI, chronologically,
Each story is edited in an easy-to-understand format. Price: 3,000 yen (excluding tax)



saga frontier hypertext

Each of the seven protagonists has their own story.
Perfectly linked to hypertext state information.
It is possible to fully capture the entire process up to the last boss!
With this, the sagafu mouth is as good as



Bushido Blade Strategy Book Narukagami Okuden (with poster, back side is a table of all techniques)

From the mindset of the competition to the technical theory, behind the characters.
Complete storyline down to the flowing story.

ye



Street Fighter EX plus α Guidebook (bonus: special sticker for memory card) Practical strategies from basic commands,
Step-by-step explanations. The easy-to-read command explanations are also well-developed.
Stand out from your friends with this book.
Price: 800 yen (excluding tax)
Now on sale



FINAL FANTASY TACTICS CHARACTER CARD BOOK VOL.1 30 cards + mini book with characters and jobs on the front, items and descriptions on the back.
Price: 1,000 yen (tax not included) Now on sale



Final Fantasy Tactics Character Card Book VOL.2

42 character cards + 13 fortune-telling cards + Mi! Book VOL. 2 contains 42 character and
In addition to the job cards, this time the Zodiac Stone cards that appear in the game are also included, allowing you to read your affinity for each other!
Price: 1,200 yen (excluding tax)

Comming Soon
FAINAL FANTASY VII/Reunion Tracks
SSCX10012 price 1,942 yen (excluding tax), on sale October 22
Limited production hologram jacket
Special sticker for FAINAL FANTASY VII INTERNATIONAL
Liner Notes/Special Talk: Nobuo Uematsu x

FAINAL FANTASY VII INTERNATIONAL/Postcard & Sticker Book (tentative name)
Scheduled to go on sale in late October, price undecided

FAINAL FANTASY VII INTERNATIONAL/MEMORIAL BUTSUKU (tentative name)
Scheduled to go on sale in late October, price undecided

◎ Guidebooks, card books, and Front Mission Second strategy books are available at bookstores nationwide or at convenience stores with Digicube.
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